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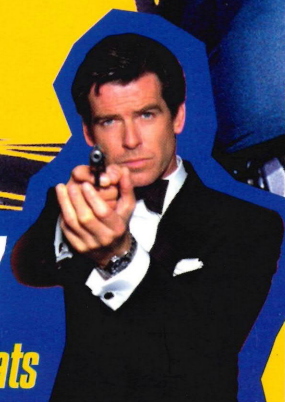
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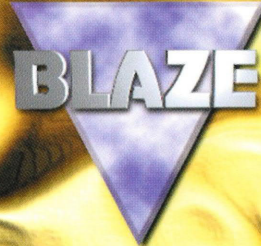
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N64



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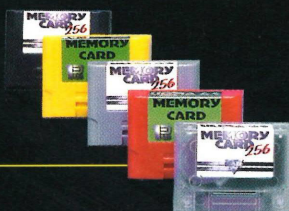
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The team!

Young, virile ice hockey hopefuls

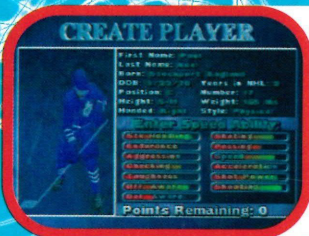


Alex

The nearest Alex has ever got to playing ice hockey is when he went to watch Spandau Ballet at Whitley Bay ice rink in 1984. The rink was all boarded over though for everyone's safety so he didn't even see any ice. Imagine how stupid he felt wearing a pair of skates and full ice hockey kit

Steve

Steve's never got anywhere near playing ice hockey in real life. However, his annoying habit of being naturally good at sports games continues with his dominance of NHL Breakaway. It's when he has a casual, yet smug sip of Diet Coke every time he scores that really winds us all up



Noely

When he was at Sunderland Uni signing up for the clubs and societies, a woman spent about an hour convincing him to play ice hockey. He told her he wanted to play American football and she said it was just like it, except on ice. He went to a couple of training sessions, but felt a right idiot picking up the puck and running for a touchdown

Jim

The man who gets constant invites to fancy dress parties once decided to go as fictitious horror movie hack 'n' slasher Jason out of Friday The 13th. Donning a netminder's mask and a set of redneck-style clothes covered in tomato sauce, he got arrested on the 192 bus for impersonating a vicious mass murderer



Mark

Mark played ice hockey once for Sheffield Steelers when a flu epidemic – passed on in the yeast they use to make Hovis – hit the hilly city. His first and last match was a bit of a disaster – claiming he was five foot ten and 13 stone, he was given a kit far too big for him which made him the laughing stock of Sheffield Arena

Lewis

When he was in Altrincham once, at the age of nine, he somehow got roped into a game. He'd only been on the ice for 10 seconds before his best mate ran over his hand, leaving a nasty gash that's become part of Lewis's favourite chat-up line, 'You see, I was in the Falklands, and there was a hundred Argies...'



N64 Pro

CON



Nagano Olympic Hockey – bullying off



Puyo Puyo – puzzling



Snowboard Kids – slow snow



PREVIEWS

58 Subterranean Psion Cycling

Acclaim have trusted us with the first look at the pre-submission version of **Forsaken** – the N64's answer to the PC classic Descent

70 Check This Out, Mate!

Noely insists that the writing contained within this preview of **Virtual Chess 64** is a damn sight better than his rather ropey heading

72 The Bee's Knees

Alex Lee hates bees, not that he's got anything against Barnet or Watford, he just doesn't like bees. So this'll be a fair appraisal of **Buck Bumble** then...

74 Get The Pitcher?

Baseball, in real life, is shite. Bizarrely however, it's a game ideally suited to the N64. Check out Steve's look at **All Star Baseball**

Left: See the rest of this bird on page 58

COVER STORY

1080 SNOWBOARDING SPEED! ROCKS! POWDER!
A six page special **WORLD EXCLUSIVE** review of Nintendo's superlative snowboarding release

PAGE 16

COMPETITONS

14 Zelda 64 Offer

See below left for details. You could be the lucky winner of one of 200 brand new **Zelda 64** carts

86 £2,000 Competition

The most valuable competition ever is right here and it's a cinch to enter. The stuff on offer for nowt this month includes carts, graphic novels, videos and CD singles



CODES, TIPS & GUIDES

54 GoldenEye 007 Classified Update

At the time of writing, **GoldenEye 007** is still sitting proudly atop the N64 charts, out-selling the likes of **Diddy Kong Racing**, **Super Mario 64** and **FIFA Road To World Cup '98**.

So many people have written in with cheats, we thought it only fair to share them around a bit

56 More Cheats

Mark, butt of the office gags that he is, can still knock out a mean Cheats spread when the pressure's on. He can't have been under much pressure lately, then (boom boom)

200 FREE Zelda 64s!

Inside this issue of **N64 Pro** is the amazing opportunity to win one of 200 **Zelda 64** carts to be delivered to your door on the day of its official British PAL release before Christmas. Turn to page 14 NOW for details. It's simple and **FREE** to enter. Best of luck to you all – as the old cliché goes, if you don't get a ticket, you won't win the raffle!



SEE PAGE 14



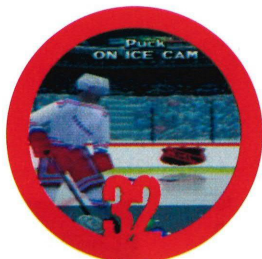
Forsaken – a bit dark



Summer games – round-up



Turn to page 84 now and you could be the lucky owner of a FREE hand controller, rumble pak or controller pak. And a cheap subscription



NHL Breakaway – powerplay



Above: Goemon, the titular star of Konami's Mystical Ninja See page 46

REGULARS

06 News

Steve McNally takes you through the latest happenings in the ever-changing world of N64 gaming. Acclaim's spiral race game Reckin' Balls, Nintendo's basketball sim NBA Courtside, EA's Tiger Woods-sponsored PGA Tour Golf and a startling revelation about the Colour Game Boy are all in here

90 Feedback

Europe's premier N64 debating chamber is back with four pages of chat, backchat, frontchat and sidechat. Write in and win Spook peripherals

92 A-Z Reviews

The A-Z tells you which N64 games you have to have, which ones you should consider and those you shouldn't touch with one of Captain Fantastic's arms. All the scores from the other mags are in here too, so you need never buy anything other than N64 Pro!



A rubber-feel pad – Logic 3



WCW vs NWO – in the A-Z

REVIEWS



16 1080 Snowboarding by Steve

A new issue and again we turn to the land of the rising sun for our lead review. Steve McNally gets all excited about Nintendo's latest foray into the rad world of snowboarding

22 Jeopardy by Noely

Feeling a bit guilty about his shocking page rate, Noely volunteered to review this crap American quiz show game at the last minute

26 Puyo Puyo Sun 64 by Mark

Is reviewing this punishment enough for not turning up for work the previous day? Have a read and see what Mark thinks

28 Snowboard Kids by Noely

Two months after the Japanese version came in and Noely's still got traces of jam on his kuenemund

32 NHL Breakaway by Noely

The curly-haired warrior with the nomadic lifestyle comes good with a surprisingly articulate appraisal of a fine ice hockey sim

36 Quake 64 by Noely

It was only a matter of time before this search and destroyer arrived on the N64. If only someone would search and destroy Noely...

42 Nagano Olympic Hockey by Mark

Surprised to be given permission to review a decent game after his 'sleeping in' disgrace, Mark gets his skates on and takes to the ice

46 Mystical Ninja Starring Goemon by Noely

Although it sounds like a reasonably exciting martial arts movie, it's actually a bit of a dull RPG. Or is it?

50 Robotron 64 by Alex

Exactly like the PlayStation version Alex reviewed in PlayStation Pro over a year ago. Wonder why he picked himself to review it, then?

FEATURES



62 Phew! What A Scorcher!

Four of the N64 Pro team have got together to provide you with a full low-down on which games will be setting the home console world alight this summer

78 Peripherals

Noely's back with a review of a load of the latest add-ons for your beloved N64. This month sees Logic 3's rubber-coated pads, news on the Game Boy emulator and some charts. All courtesy of Noely

80 Six Of The Best V

This month's selection of brilliant goals is taken from the lightning quick NHL Breakaway from Acclaim Entertainment

● As close to confirming something as Eidos ever get without announcing it to

the Stock Exchange, it's leaked out that they're working on an N64 version of popular

Pl**Station beat'em-up Fighting Force ●

Human Air Turbo

Paying homage to Sega's marvellous arcade-based Top Skater, Human's Airboarder 64 can claim to be the first Skateboarding sim for the N64.

Riding an airboard that floats about six inches above the ground (like Michael J. Fox's hoverboard in Back to the Future II), players must race against the clock, perform tricks and can even battle against a friend. Slated for a

March 27 release in Japan, Airboarder 64 enables players to race in a bid to achieve the title of Master Airboarder. Each character will have their own special tricks and boarding styles, which can be performed off oil drums, poles, stairs, and other solid structures. One player options are available in different modes such as street work, time attack, coin, and free run. Two player options

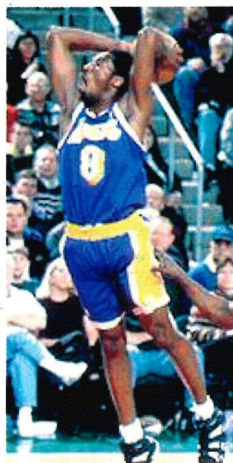
are available in versus race or versus coin. The most exciting play mode is probably street work mode, which involves passing checkpoints under the pressure of a time limit, while still pulling tricks and trying to get a high score (just like in 1080°). Although no publisher has been announced outside Japan, the game should arrive in the UK in 1998. Ubisoft is said to be a potential publishing candidate given its prior history of publishing Human's F1 Pole Position, but when quizzed the PR Manager claimed he hadn't even heard of it, so obviously no decision has been taken yet!

Courting the Stars

Nintendo team up with Kobe Bryant, one of the NBA's hottest properties, to promote NBA Courtside

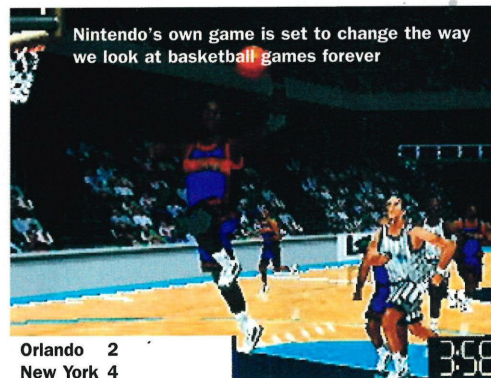
NINTENDO's creamworthy basketball game – formerly known as NBA Courtside – is now the much more catchily entitled Kobe Bryant's NBA Courtside thanks to a licensing deal just signed with the LA Lakers All-Star Rookie. So not only do Nintendo have far and away the best basketball game, they've also got one of the NBA's hottest properties to endorse it!

The game (which is due out on April 27 in the US, so not long to wait now) will be the first in a series of games based around the license, which presumably means we can expect Courtside '99 to put in an appearance 12 months or so down the line. Nintendo executives were getting suitable excited by the whole



thing, and NOA Executive Vice President Peter Main enthused, "Kobe Bryant's performance on the court is electrifying. Watching his combination of athleticism and charisma, it's obvious that basketball is his first love. But videogames aren't far behind – and that's why Kobe's association with Nintendo makes sense."

Kobe (who incidentally got his unusual name after his parents went out for a meal while his mother was pregnant and took a shine to the Kobe Steak which was on the menu!) is apparently thrilled at the prospect of



starring in his very own video game.

"Kobe Bryant's NBA Courtside is the first release of our Nintendo Sports division, and sets a new standard for fully immersive authenticity. As this title takes the court in April, followed by the phenomenal Major League Baseball featuring Ken Griffey, Jr. in May, sports fans will quickly see that the technology of Nintendo 64 offers an experience that simply can't be equalled!" Which is nice.

Kobe Bryant's NBA Courtside runs in medium-res mode (just like Acclaim's NHL Breakaway) and falls between most low-res games and the small number of amazing hi-res titles such as Acclaim's NFL Quarterback Club '98. Which gives the game a cleaner look and an edge, at least in terms of graphics, over the less than impressive competition.

Gameboy in Colour Shocker



It's unlikely the Colour Gameboy will look this good, but we can hope!

HANDS up if you know what the name of the best selling video game system in the world ever. No, it's not the MegaDrive. Who said the Jaguar? Stop messing about! I'm being serious here. No? Okay, I'll tell you. It's the good old black and white GameBoy! I know, incredible isn't it?

For as long as I can remember the fabled Colour GameBoy has been just around the corner. The Game Gear from Sega came and went, as did the Atari Lynx and PC Engine handheld (although that was never officially released outside of Japan), but despite

these all failing, the groundswell of support for a colour version of Nintendo's handheld has never really died down.

Well, those prayers are officially about to be answered because it's just been announced that a colour version exists. And it will be out, in Japan at least, before the end of the year! After years of gimmicky back lights, flashy coloured casings and the ill-fated Super GameBoy (an adapter that gave black and white games a wash of up to four – count'em four – colours if you plugged it into a Super Nintendo) the handheld will finally receive a colour Liquid Crystal Display (LCD) and that means portable gaming in glorious colour! At last!

The rumour mill immediately swung into full grinding effect with wild claims of N64 compatibility – not in terms of being able to run the games of course, just in a 64GB pak swapping data kind of a way – and while this is unconfirmed, it's a safe bet that Nintendo won't miss this glorious opportunity to make their system even more innovative and appealing than it is already.

There's been no official word from Nintendo as to release dates outside of their home territory other than to state that it almost certainly will happen.

- It looks as though funky MegaDrive hipsters Toejam & Earl are gearing up for their N64 debut with their creators currently hawking the idea around publishers
- Titus are claiming to have signed a major license (either TV or film) that will apparently blow everyone away

Mark my words PAL!!!

Beware the perils of buying snowboarding imports. You may be disappointed by the results

CHANCES are you've bought this issue because you want to be the first to read all about how 1080° Snowboarding has turned out. And you're about to find out that it's blossomed into one of the best games we've ever played. And you're about to get very, very excited indeed. But this puts PAL machine owners in a bit of a sticky situation. Obviously, nine times out of 10 you're going to wait for the official release, but if ever a game was worth importing then this has to be it! Or is it?

Well, there are absolutely no problems with Japanese text (other than in the manual) because the game has the option to switch between either Japanese or English languages, and it's not all that difficult to work out what each button does because the system isn't too complex. So what's stopping me going all the way and saying that it's definitely worth importing? Well, we're not entirely sure that it's possible to get the game to work on a PAL machine through a converter yet. We certainly haven't managed it.

In our case the office is awash with NTSC consoles so it was no problem for us, but unless you've got more money than sense,

you're probably a one console kind of guy/girl. If you've got either an American or Japanese machine then our advice is to go out and get a copy immediately, but if you've bought British then make sure you get a strong assurance from your importer that it will work, and if it doesn't you can get your money back.

We already know from a couple of letters we've received that Nintendo have stopped the pirates in their tracks by copy protecting the cart with such efficiency that even the cockiest of hackers has had to admit defeat (that'll teach Steve Baxter in Richmond who's extolling the virtues of the Doctor V64 in this month's Letters on page 91).

Just doing my Anne Robinson Watchdog bit folks. You be careful out there.



Blobs With Tongues

RECKIN' Balls is a rather unusual sorta thing from Acclaim Entertainment. Due for release in August, it's difficult to categorise as although it's primarily a puzzle game in single player, it morphs into a race game in multi-player. However, there's no sign of any cars, jetskis or snowboards for that matter.

Imagine a blob with a tongue on a 3D spiral. Now imagine controlling the blob as it bounces ever upwards towards the top of the spiral. Now imagine the spiral being littered with enemies and power-ups. Still there? Okay. Now picture the spiral being broken up into moving platforms and disappearing sections. Right. Now create a mad four-player horizontal or vertical split screen game in your mind's eye and that's Reckin' Balls in a very lengthy nutshell.

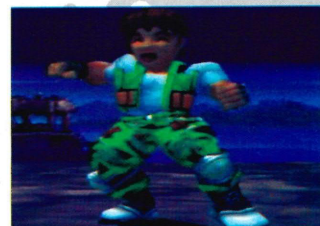
Why is Reckin' Balls newsworthy, then? Because it's weird, it's wonderful and it's a game that'll thrive in its own genre-less world. Ideally suited to the N64, Reckin' Balls looks and plays the part already. The odd gameplay tweak here and there is required before submission, but this is one game that the whole family will enjoy without it being as boring and repetitive as, say, Tetrisphere or Wheel Of Fortune.



Take an enormous candy cane, split it into platforms, stick a few blobs on it and run it through an N64 dev kit



Still can't Hiryu!



No sooner have Culture Brain unleashed Hiryu no Ken: Twin on a fighting starved Japanese public, than they announce that they're already busy beavering away on a sequel. The game with more wrong names than any other game in history (and we're probably the most guilty, consistently calling it Virtual Hiryu No Ken, even though it was quite clearly never called that!) has still not seen the light of day outside of Japan, but it's been confirmed that Natsume will bring it out in the US under the name Flying Dragon sometime in June, with a UK release potentially around the start of September – although Natsume are still pondering over a British publishing policy.

It's very early days yet, but it's already known that the sequel will feature the same heady mixture of cartoony and hyper realistic fighting action, and given that it's one of the best N64 fighters to date, news of a sequel is certainly a development that's worth celebrating.

● Crave are considering an N64 port of PI**Station RPG Shadow Madness in double quick time, with a pre-Christmas release date if the project goes ahead ● DMA's much delayed Silicon Valley has seen its release date pushed back again, this time to somewhere around September ●

Blasters in Kit Form

Don't actually remember Dezaemon on the Super Nintendo myself, but I'm told that it was reasonably popular, so it's no surprise then that Japanese developer Athena has bowed to public pressure and announced the 64bit update – currently going under the name of Dezaemon 3D. Athena's only other N64 product to date has been a Mah-Jong title, and since that game baffles almost everyone, it's difficult to judge just how well they've got to grips with the machine. If you think of Dezaemon 3D as an expanded Mario Artist project then you won't be too far off the mark – but the major difference is that this will appear in cart format with a hefty cart memory back up facility on which you can back-up your creations. Using a plethora of easy-to-use menus and simple graphics creation tools, players are free to design their own semi-3D shooting game. Want to attack Goose from Pilotwings with a strange banana/Mars Bar hybrid? No problem matey (other than serious concerns over your mental stability of course). Dezaemon enables you to create your own space ships, enemies, backgrounds, structures (even the in-game music) and put it all together in a 3D shooter in the R Type/UN Squadron Style. Should be good fun for all you creative types.

Talkin' Shop

Mark rummages through the bargain bins for scraps

Mega Deal for N64

IF you haven't bought an N64 yet (where the hell have you been?) then get yourself down to a Virgin Megastore which is doing a deal that I thought was a misprint at first. For the paltry sum of £149.99 you get an N64 and any game worth up to £49.99, and thrown in for good measure you get a second



Joypad (Superpad 64), a Joytech memory card and a rumble pack. So for the paltry sum of one pence more than normal, you can play and save multi player games whilst rumbling away happily ever after.

Carry Case

Virgin are also selling a carry case for the N64 for the paltry sum of £14.99. Or, if you really want to impress your friends, turn up for those multi player sessions in style and get a carry case for your joy-pad selling at £12.99. A bit pricy and a bit pointless, but the psychological effect of getting kitted out for business may give you the upper hand in two player battles. Then again... it may not!

£39.99 Price Point

There appears to be a new trend of games appearing on the shelves going for the paltry sum of £39.99. The best of these games has to be Snowboard Kids, which originally got a stamp of approval before Noely cruelly dropped its score to 84%. It's still one of the better games to have come through the office and it's definitely worth getting at this price.



Also coming in at the reduced price is Tetrisphere. This got a slightly lukewarm reception at N64 Pro, but again at the reduced price it's definitely worth considering. Especially if you're a fan of puzzles games like Tetris.

A couple of months ago, Talkin' Shop printed a rumour that Turok was going to go down in price. Well Acclaim have done the business and Turok is now selling at the stunningly low price of (you guessed it!) £39.99. Whilst not worth the ludicrously high scores some magazines gave it, Turok is still one of the best games made for the N64 and a steal at the price.

Finally, a word of warning. Saving money is all well and good, but sometimes games go cheap for a reason. Cruis'n USA is being sold at £34.99 because, quite frankly, it's shite. Make sure you check the quality of a game against our A-Z before buying it or you could end up buying a dog instead of the dog's bollocks.

Friendly Boutique

Have you ever tried to take a game back to a shop only to be fobbed off by the sales assistant? Computer shops are legendary for bad customer relations, especially when it comes to returning faulty software to them.

So it's great to hear that one of the stores is taking customer relations seriously with Electronic Boutique offering a 10 day no quibble refund on any games bought from them. There are signs up in the stores that say you can get your money back within 10 days if you are unhappy with your purchase (and I quote) "for any reason." So if you bought War Gods from them nine days ago, I'd leg it down to the shop and get something better instead.

"Get a full refund for any reason"

Electronic Boutique

“

This year is the peak year for Nintendo 64. We've got projections to sell a lot of software and we intend to sell every piece of software and hardware we have. We'll have more games than last year. Our line-up is fantastic.

Perrin Kaplan, Nintendo Director of Communications

”

● It looks as though Seta's Wild Choppers – previously only released in Japan – has been picked up by Midway for release in the US, and presumably through GT here in the UK. The game will be tweaked in terms of graphics and controls, and will probably get a new name as well before it's released ●

Five for a pound your Nintendo games!

Nintendo tries the kiss of life to save their Jap machine

IT'S a problem that's baffling Nintendo execs, and it seems to be one that they can't seem to find an answer to. Why isn't the N64 selling in Japan when it's going from strength to strength in just about every other traditional Nintendo stronghold? I think most people would say that the simple answer is RPGs, and if that's the case Nintendo must sit tight and ride out the storm until the games that are already in development are completed.

However, signals coming out of Nintendo seem confused, and some are even starting to smack of panic. The great hulking behemoth of Pocket Monsters is looming large on the horizon and the gaming giants seem to be worried that they won't have enough market share to maximise the potential of their license to print money.

Desperate times call for desperate measures, and those currently being employed are wild price cuts on games. Both Yoshi's Story and Diddy Kong

Racing are now down to 2,980 yen (about £22) and Namco's excellent Famista 64 is selling for the incredible price of 1,980 yen (around £15!). However, many industry analysts still don't think that this will boost the machine significantly, at least not to the levels Nintendo are hoping. And it looks as though those twitchy businessmen in Tokyo are going to have to swallow their pride a little while longer.



“ This is the beginning of what we call the ‘dream season’ of game releases for N64. As developers begin to tap the true power of the technology, the benefits of 64-bit processing will become more and more apparent to game players as they’re offered second and third generation games ”

Nintendo Director of Communications, Perrin Kaplin

Men in tights

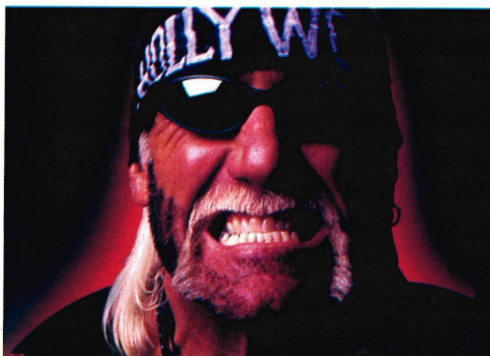
“GOOD afternoon grapple fans. Have we got a treat for you this week! Big Daddy against Giant Haystacks! Again. Just like last week. And indeed the week before!” Ah, those were the days! Saturday afternoon's on World of Sport with Dickie Davis and Kent Walton. Four o'clock was wrestling without fail. And proper old fashioned wrestling too! None of this all American nonsense!

Sadly, this reminiscence bears no relevance to the fact that EA Sports have just announced that they've signed an exclusive five year licensing deal with the dominant World Championship Wrestling Inc. (better known as the WCW). Which means that THQ have just one more game left to complete before the license switches over to EA Sports.

The license gives Electronic Arts exclusive use of more the 100 WCW and New World Order (NWO) wrestlers, such as Hulk Hogan, Kevin Nash and Scott Hall of the NWO and Sting, Macho Man Randy Savage and Lex Luger of the WCW. It also permits the use of famous WCW announcers and other such

stunning ‘talents’.

The first N64 wrestler from EA will be out in spring '99, and considering the fact that THQ's WCW vs. NWO: World Tour for the N64 sold 500,000 copies in one month alone, EA seems to be getting it right with their plans for next year.



Infra Red Racing



New and more intriguing peripherals are constantly hitting shop's shelves. This wireless controller from peripheral maker Doc's gives precise, responsive control from up to 30 feet away! But wireless gaming doesn't come without a few significant drawbacks – at least not yet. The product is said to feel and control very nicely indeed, but as yet it offers no rumble pak support whatsoever. Why? The simple reason is that the controller requires four AAA batteries which are inserted in the device's underside, which as we all know is the location of the rumble pak on normal controllers. However, controller paks still work. The wireless controller will come packaged with an Infrared receiver, which is inserted into Nintendo 64's control socket. The controller then transmits data to the receiver which interprets it and passes it on to Nintendo 64. Controller paks can be inserted into the back of the receiver and save data is transmitted back and saved. Clever eh?

Anyway, Noely's foaming at the mouth at the prospect of getting his hands on one (I mean a joypad!) so you can expect a review next issue.

- It looks as though MGM, despite moaning about low profit margins when publishing on the N64, look like they're planning on bringing out a version of classic 70's movie Rollerball
- Rumour has it that Konami could spring the eagerly waited Contra 64 on the E3 audience in May ●



UK Chart

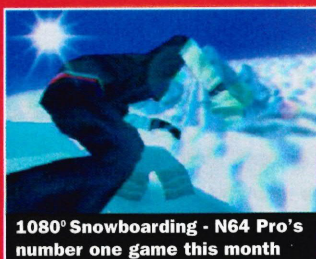
- 1 - GoldenEye
- 2 - WCW vs NWO
- 3 - FIFA: RTWC '98
- 4 - Super Mario 64
- 5 - Diddy Kong Racing

N64 Pro Chart

- 1 - 1080° Snowboarding
- 2 - Jikkyou World Soccer 3
- 3 - Famista 64
- 4 - NHL Breakaway
- 5 - Powerful Pro Baseball 4

Games Most Wanted

- 1 - Zelda 64
- 2 - ISS '98
- 3 - Banjo-Kazooie
- 4 - F-Zero X
- 5 - World Cup '98



1080° Snowboarding - N64 Pro's number one game this month

Need for secrecy

PARADIGM – the developer of PilotWings – and Electronic Arts are rumoured to be working on a version of Need for Speed: Hot Pursuit for N64. EA has already stated that it will make five N64 titles this year, and a racing game is almost guaranteed, due to its massive racing licenses on other formats.

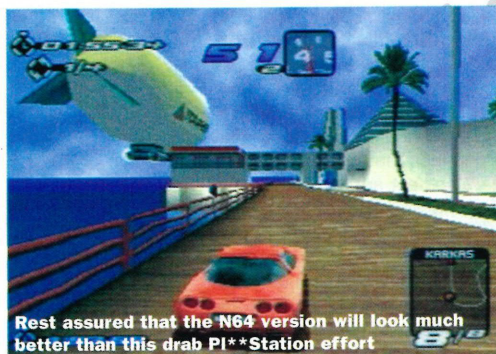
The suspected upcoming games – all unconfirmed at this point – are Madden '99, NBA Live, Need for Speed, and the new Tiger Woods endorsed PGA Tour (see **opposite page** for details). Plus of course FIFA: WorldCup, on which you can read a whole lot more in this very issue in our World Cup special on **page 76**.

Both EA and Paradigm have so far denied the project. "I cannot confirm nor deny that statement and I can't say anything about this title, that's up to the publisher," said Gary Bandy, Paradigm's manager of business development in a veiled comment that to these ears clearly says 'yes we're doing it, but we're not allowed to talk to you about it until EA says we can!' But I could be wrong.

All a spokesperson from EA would say is, "We have made no announcement on this and/or titles except Need For Speed 3: Hot Pursuit on the PSX. Therefore,

there is no comment at this point." Aww!

Paradigm is making a game for N64 for an unnamed publisher, but said it's waiting for licensing deals to be worked on. Paradigm is making three N64 games this year, the other two for Video Systems, and unfortunately is not allowed to work on Pilotwings 2 as was stated in last issue's news section.



Rest assured that the N64 version will look much better than this drab PI**Station effort

Well, hello

Absolute disgrace still manages to get the girls

GREAT news for anyone who found the original Gex to be the most annoying video game in history thanks to the awful wisecracking Yank comedian, Dana Gould, who provided the voice! For the upcoming sequel – and indeed Gex's N64 debut – the voiceover for the UK version of Gex – Enter the Gecko will be provided by the old smoothy himself, Leslie Phillips!

The star of many a 'Carry On...' and 'Doctor...' film, Leslie will be quipping away throughout in his very British way, and quite honestly, all I can say is thank God for that! If I had to listen to the whiny American voice once again I think I'd have lost my marbles completely!

Leslie will provide his own particular brand of saucy seaside postcard humour too, having a hand in the admittedly limited scriptwriting. So expect lots of 'Hello my dear and Ding-dong' type comments. And doubtless many of you young whipper-snappers will think he's ripping of the likes of Rob Newman's Jarvis character, or the '13th Duke of...' from Fast Show, but he's not, he invented it!



Leslie Phillips. Even at his age he's not lost that old charm! What a guy!

“Both the format and quality of broadcasting should be drastically changed by the launch of digital satellite broadcasting in 2000. We will take this into account when discussing the character of our new broadcasting with Kyocera

Yamauchi on TV channel

”

● Enix, long time Nintendo partners until the N64 launch, are making encouraging noises that they're about to jump back into bed with the Japanese giants. Reports suggest that a huge title is in the works, and it's one that certainly won't disappoint their legion of fans ●

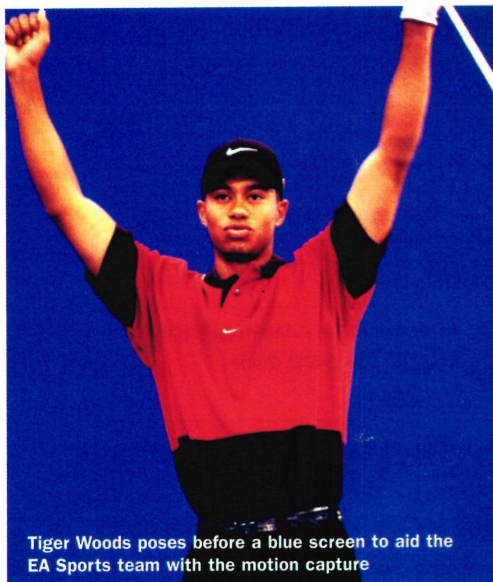
Can't see the Woods for the trees

Yet another big name signs up as licensing fever breaks out

NIKE'S golden golfer Tiger Woods is now EA's golden boy too, having signed an exclusive licensing deal to promote EA Sports ever popular PGA Tour series. At the moment, as with all their N64 products, any games bearing the name are as yet unconfirmed, but it's almost certain that this will be one of EA's fabled five Nintendo products this year.

"I am thrilled to join the EA SPORTS team," said Tiger. "I've played video games for many years. The chance to work with the top brand in sports gaming and play a key role in the design of an interactive golf product will be an exciting challenge." The agreement brings together what many consider to be the best of the best - Tiger Woods, the world's most popular golfer, EA Sports, undoubtedly the world's leading interactive sports game publisher and the PGA Tour, the sanctioning body of the most prestigious men's professional golfing tournament in the world.

The signing of Tiger Woods represents perhaps the most highly-prized licensing deal in the history of the interactive sports industry, with numerous publishers reported to have been chasing his much wanted signature. "Signing Tiger Woods is a defining act for Electronic Arts and the PGA Tour Golf series," said Richard Hilleman, vice president and executive producer at Electronic Arts. "Tiger is the ultimate competitor who wins with strength, charisma and creativity. He is



Tiger Woods poses before a blue screen to aid the EA Sports team with the motion capture

the embodiment of the EA Sports brand and the new world of golf." Which, in non marketing speak means that EA are quite pleased by the whole thing!

"Tiger will contribute to the design and development of a new EA Sports golf game as well as future versions in the PGA Tour Golf product series, he represents the second generation of co-designers for the EA Sports brand and brings a unique perspective as a life-long customer of interactive entertainment."

Leo McCullagh, vice president of retail licensing with the PGA Tour said, "We have been working exclusively with EA Sports for seven years on the interactive PGA Tour Golf series, and the addition of Tiger Woods to this already highly successful product line should prove to be a win-win combination for everyone involved. The endeavour will bring even more world-class products to market that capture the essence of the game of golf."

We'll keep hassling EA's UK division, and we'll confirm all this within the next issue or two.



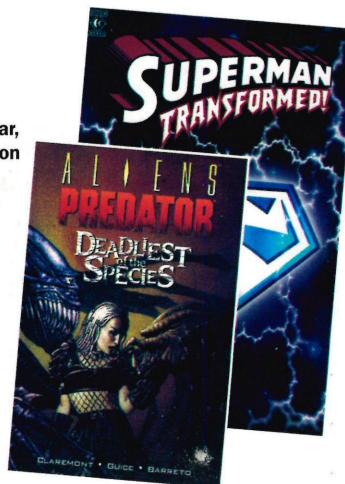
Are you sitting comfortably?

JUST got space for some quick reading matter recommendations courtesy of those lovely people over at Titan Books. In the shops now is the quite frankly stunning Compleat Moonshadow. A better graphic novel you will probably never read, and at over 450 pages it's a very lengthy tome too!

There are also a couple of meaty Alien titles, namely Alien: Harvest (a reworking of the classic Hive tale) and Alien vs Predator, which sort of

speaks for itself. Then, for all you Preacher fans there's Ancient History, perhaps the best in the series of British penned tales so far, there's the 10th Anniversary edition of Neil Gaiman's much acclaimed Violent Cases (a strange tale of a young boy's visit to a doctor who treated Al Capone).

And finally, the historic Superman: Transformed which sees Clark Kent undergo a transformation that will quite simply stun fans of the Man of Steel! All of these are out now (or very soon) and can - no, should - be purchased from all good book shops.



Are you City in disguise?



Acclaim are getting distinctly twitchy over there footy title Acclaimsports Soccer. The game will definitely not be out in time for the World Cup now with the company holding up 'tweaking' as the reason.

It's fair enough to take as much time as is necessary to get your product right, but the whisper on the grapevine suggests that the reason for the delay is that, in the face of such stiff competition from the original ISS (with the sequel promising to make giant strides forward), Acclaim are realistic enough to know that their product is about as wide of the mark as a Lee Bradbury rocket shot from six yards out! I.e., it's more likely to hit the corner flag than the back of the net.

In fact, we've even heard it said that the game may never even make it onto the playing field, consigned to the dressing room polishing the boots of the real players. Official word though is that it will come out, it's just that there's no release date for it at the moment.

Want to win one? Turn to page 86 NOW!

Release Schedule

Check it out! The ultimate N64 Release Schedule has been revamped and improved to make it even better than it was before. So you'd better appreciate it! Remember, there are more actual UK releases than shown here because actual dates are set very late in the day by THE Games. So don't start panicking or anything

Key: **Green** - UK Release **Blue** - American Release
Red - Japanese Release **DD** - 64DD Game
Black - No Specific details

1998

1080° Snowboarding.....	Nintendo	April 01
Iggy's Reckin' Balls.....	Acclaim/Iguana	April 26
NBA Courtside.....	Nintendo/Left Field	April 27
All-Star Baseball '99.....	Acclaim/Iguana	April
Banjo & Kazooie's Adventure	Nintendo/Rare	April
Mystical Ninja Starring Goemon.....	Konami/KCEO	April
Mystical Ninja	Konami	April
Rampage World Tour.....	Midway	April
Snowboard Kids.....	Nintendo	April
Tonic Trouble.....	Ubi Soft	April
UEFA Soccer '98	Ocean	April
Wetrix	Ocean	April
Bomberman: Queen Millian's Rescue	Hudson	Q1
Fighting Cup (Fighter's Destiny)	Imagineer	Q1
King of Pro Baseball 2	Imagineer	Q1
Let's Smash	Hudson	Q1
Morita Shogi 64	Seta	Q1
Pachinko 365 Days.....	Seta	Q1
Space Station: Silicon Valley	BMG/DMA	Q1
Space Station: Silicon Valley	BMG/DMA	Q1
Super Robot Spirits.....	Banpresto	Q1
Tonic Trouble.....	Ubi Soft	Q1
Mike Piazza's StrikeZone.....	GT Interactive	May 12
Forsaken	Acclaim/Iguana	May 15
MLB Featuring Ken Griffey, Jr.	Nintendo/Angel Studios	May 25
All Star Baseball.....	Acclaim	May
Carbuncle's Adventure (Puyo Puyo Sun) Take 2		May

The next big thing...



Banjo-Kazooie will do to Mario 64 what Diddy Kong Racing did to Mario Kart. Rare have taken an already classic game and improved it in every department. Await its arrival eagerly. It'll be huge!

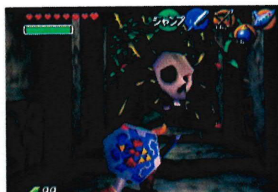


Forsaken: Descent done better by Acclaim

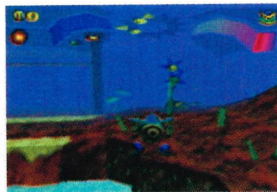


Rampage World Tour: Smash everything in sight in April

Deadly Arts (G.A.S.P.).....	Konami	May
Tonic Trouble.....	Ubi Soft	May
AcclaimSports Soccer.....	Acclaim	June 01
Jikkyou World Soccer '98 (ISS 2)	Konami	June 04
Quest 64	THQ/Imagineer	June 15
Mortal Kombat 4	Midway	June 23
GT Club	Ocean	June 28
Cruis'n World.....	Nintendo	June 29
F-Zero X	Nintendo	June
FIFA World Cup '98.....	Electronic Arts	June
FIFA World Cup '98.....	Electronic Arts	June
GEX 2	Midway/Crystal Dynamics	June
Harvest Moon 64.....	Natsume	June
Hashire Boku no Uma	Culture Brain	June
International Superstar Soccer 2.....	Konami	June
Mission Impossible	Ocean	June
Pokemon Stadium.....	Nintendo	June DD
Pro Shinan Mahjong.....	Culture Brain	June
Superman: The Animated Series.....	Titus	June
UEFA Soccer.....	Ocean	June
Conker's Quest.....	Rare	Q2
Dezaemon 3D	Athena	Q2
Earthworm Jim 3D	Interplay/Vis Interactive	Q2
Forsaken	Acclaim	Q2
F-Zero X Expansion Set	Nintendo	Q2 DD
International Superstar Soccer '98	Konami	Q2
Legend of Zelda: Ocarina of Time	Nintendo	Q2
Jest	Ocean/Curved Logic	Q2
Mission: Impossible	Ocean/Infogrames	Q2
Mission: Impossible	Ocean/Infogrames	Q2
Rev Limit.....	Seta	Q2
Rev Limit.....	Seta	Q2
Robotech.....	Gametek	Q2
SimCity 64	Nintendo	Q2 DD
Space Circus	Ocean/Infogrames	Q2
Super Robot Spirits.....	Banpresto	Q2
WCW Wrestling	THQ	Q2
Reckin' Balls	Acclaim/Iguana	Q2
WWF: Warzone	Acclaim	July 01
Banjo-Kazooie	Nintendo/Rare	July 27
Bio Freaks.....	Midway/Saffire	July
Choro Q64.....	Takara	July
Mario Artist: Picture Maker	Nintendo	July DD
Mario Artist: Polygon Maker	Nintendo	July DD
Mario Artist: Talent Maker.....	Nintendo	July DD
NBA Basketball (NBA Courtside)	Nintendo	July
Nintama Rantaro 1-2-3.....	Culture Brain	July
Onegai Monsters	Bottom Up	July
Robotech: Crystal Dreams	Gametek	July
World Grand Prix.....	Video System/Paradigm	July
Banjo-Kazooie	Nintendo/Rare	August
Caesar's Palace.....	Crave/Player 1	August
Turok 2	Acclaim/Iguana	August
Itra Baseball 64.....	Culture Brain	August
Castlevania 3D	Konami	Q3
F-Zero X	Nintendo	Q3
Jungle Taitei (Emperor of the Jungle)	Nintendo	Q3
King Hill (Twisted Edge)	Kemco/Boss	Q3
Knife Edge.....	Kemco	Q3



Zelda 64: Still pencilled in for Quarter three



Buck Bumble: Argonaut turn from Starfoxes to bees



Turok 2: Yes, it's a real in-game screenshot!

Konami Hockey '98	Konami/KCEO	Q3
Last Legion UX	Mindscape/Hudson	Q3
Legend of Zelda: The Ocarina of Time	Nintendo	Q3
Milo's Bowl-a-rama	Crave/Player 1	Q3
Pikachu Genki De Chu	Nintendo	Q3 ID
Pokemon Snap	Nintendo	Q3 ID
Bass Hunter	Take 2	October
VR Pool 64	Crave	November 26
Rats: Operation Scratch	Mindscape	November
Rush 2	Midway	November
Shadowman	Acclaim/Iguana	November
Dual Heroes	Hudson	Q4
Duke Nukem: Time to Kill	GT Interactive	Q4
Harrier Jet Sim	Video Systems USA/Paradigm	Q4
Lode Runner 64	Bandai	Q4
Mother 3 (Earthbound)	Nintendo	Q4 ID
NBA Jam '99	Acclaim/Iguana West	Q4
NFL Blitz '98	Midway	Q4
Quest for Camelot	Titus	Q4
Racer	Interplay	Q4
Rugrats	THQ	Q4

1998 (specific dates to be announced)

64 Sumo	Bottom Up
Akumajou Dracula 3D (Castlevania)	Konami
Body Harvest	Nintendo/DMA
Bottom of the Ninth '98	Konami
Buck Bumble	Argonaut
Bugle Boogie	Nintendo/Angel
Cabbage	Nintendo ID
California Speed	Midway
Conker's Quest	Nintendo/Rare
Command and Conquer 3D	Westwood Studios
Cavalry Battle 3000	Nihon System Supply
Dear Blue	Konami
Derby Stallion	Party Bit/Marigul ID
Doubutsu Banchou Saru	Brunei/Marigul ID
Dragon Storm	MGM
DT	Game Studio/Marigul ID
Eftale (Quest 64)	Imaginer
Fire Emblem 64	Nintendo/Intelligent Systems
Fishing	Nintendo
Flight Simulator (Harrier Jet)	Video System/Paradigm
Forsaken	Acclaim/Iguana
Fushigi no Dungeon	Chunsoft
Golf	Nintendo
Groundwave	Cyclone Studios
Hiryu No Ken Twin 2	Culture Brain
Hybrid Heaven	Konami ID
Jissen Pachislo Hissyouhou	Sammy
Kirby's Air Ride	Nintendo
Knife Edge	Kemco
Kyojin no Doshin	Param/Marigul ID
Legend of the River King	Natsume
Legend of Zelda DD	Nintendo ID
Macross (Robotech)	Tomy/Gametek
Mario Artist: Sound Maker	Nintendo ID
Makaimura 64 (Ghouls 'n' Ghosts)	Capcom

One to watch...

Pikachu Genki De Chu is shaping up to be bigger than Tamagotchi. Beware the Japanese version though, as it'll be all but impossible to play if you don't speak the language!



Micro Machines	Midway/Codemasters
Mission: Impossible	Victor
NBA In The Zone '99	Konami
NFL Quarterback Club '99	Acclaim/Iguana
Nushi Tsuru 64 (Master Fishing)	Pack-In Soft
Ogre Battle 64	Quest
Pocket Monsters DD	Nintendo ID
Powerslave 64	Lobotomy
Powerslide	Emergent
Puzzle Bobble 64	Taito
Racer (F1 Simulator)	Video System/Paradigm
Rakuga Kids	Konami
Rockman Dash (Mega Man)	Capcom
SimCopter 64	Electronic Arts ID
Spooky	ICE
Street Fighter	Capcom
Super Mario 64 2	Nintendo ID
Super Mario RPG 2	Nintendo ID
Teo	Fujitsu/Marigul ID
Tornado	Factor 5
Turok 2	Acclaim/Iguana
Untitled RPG	Namco ID
Ultra Donkey Kong (Donkey Kong Country 64)	Nintendo/Rare ID
Wayne Gretzky 3D Hockey '99	Midway
WCW Wrestling	THQ
Wild Choppers	Seta

1999 (specific dates to be announced)

Gauntlet 64	Midway
Nuclear Strike	THQ
Project Cairo	Crave Entertainment ID
Road Rash 64	THQ
Star Wars	LucasArts

Hardware

64DD	Nintendo	June
Capture Cartridge	Nintendo	July
64 GB Pak	Nintendo	TBA
Nintendo 64 Mouse	Nintendo	July
64DD	Nintendo	Q3

Give away

AMAZING OFFER!
Everyone knows it's going to be the best video game ever. It could be yours for **FREE** on the day of its UK release!

200 copies of Zelda 64 FREE!



To win one of 200 copies of Zelda 64 – the most talked-about video game in recent history – all you have to do is answer the following easy question, fill in the form and send it to us NOW

Zelda 64 Competition



Entry form

I would desperately like to own a FREE copy of Zelda 64 and to that end please accept my humble entry form

PLEASE PRINT YOUR ANSWER CLEARLY

The Question...

Name the star character in Zelda 64

Entries to be in before May 31. Send to
Zelda 64 Giveaway, N64 Pro, FREEPOST, IDG
Media, Adlington Park, Macclesfield SK10 4YE

Name:

Address:

Post Code: Age:

Phone no.

NO PHOTOCOPIES WILL BE ACCEPTED

If you're one of the lucky 200 winners to be announced in the August issue, you'll get a copy of Zelda 64 delivered to your door on the day of its UK release



Reviews

No matter what some idiots may have you believe, the review section is the most important part of any games magazine. Ours is no exception. So let us explain exactly how our reviews work

The breakdown...

Icons

Official release

Japanese Import

US Import

Stamp Of Approval

Anything scoring over 89% is basically a must buy and **we don't give out nineties lightly!** These are the games that grace the N64 console, will entertain you for months and are well worth the money, hence being awarded with N64 Pro's own unique boot-print Stamp Of Approval

Four Pro Reviewers

Four expert video game journalists' opinions with over 80 years' gaming experience between them are squeezed in at the end of every review – the email address of the main reviewer is printed along the edge for **instant reader response**

Your Opinion

There's one opinion from a reader who gets an all-expenses paid trip to see just what goes on in the N64 Pro office for a day. This person could, of course, be you. Write to **Reader Reviews, N64 Pro, IDG Media, Media House, Adlington Park, Macclesfield SK10 4NP** telling us why it should be you and we might just be in touch

This issue...

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28 SNOWBOARD KIDS



32 NHL BREAKAWAY



36 QUAKE 64



22 JEOPARDY



42 MYSTICAL NINJA (STARRING GOEMON)

42 NAGANO OLYMPIC HOCKEY

50 ROBOTRON



Turn the page NOW for this month's reviews

N64 Pro
Team's
Gaming Preferences

Alex: Likes two-player competitive games, particularly sports sims. Favourite all-time game – Galaga (arcade). Favourite N64 game – ISS 64. Hates platform games and RPGs

Steve: Likes American sports games. Favourite all-time game – Monkey Island 2 (Amiga). Favourite N64 game – PilotWings 64. Hates beat'em-ups

Noely: Likes adventure games and RPGs. Favourite all-time game – Dungeon Master (Atari ST). Favourite N64 game – GoldenEye 007. Doesn't hate any genre in particular

Mark: Likes shoot'em-ups. Favourite all-time game – Paradroid (Commodore 64), favourite N64 game – GoldenEye 007. Hates SimCity type games

Cover Story

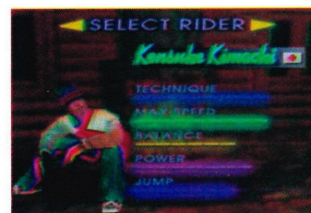
1080° Snow

The second wave of games arrives

Steve McNally swears to tell the truth, the whole truth and nothing but the truth. That is unless there's any money changing hands of course...



The physics in the game simulate every twist and turn

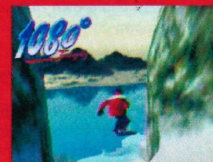


Each rider has their own strengths and weaknesses

You've got to be kidding?



This is what a 1080 looks like



It's pictured here from the intro



The 'copter follows you all the way



Easily missed in all the excitement are the top replays

T

HE SCENE – the world famous IDG courthouse. The place is packed and an excited chattering is all that can be heard among the crowd gathered here to witness these momentous events...

Clerk of the Court: All Rise. Court is now in session. Honourable Judge Lord Games Buying-Public presiding in the case of N64 Pro versus 1080° Snowboarding.

Judge GBP: Thank you Clerk, er, Noely. Sit down everyone please. Right then, let's get this farcical attempt at doing a review a bit differently underway shall we? Mr. Snowboarding, you are charged with a most serious crime – that of the bloody murder of the reputations of all other games in your genre. How do you plead?

A hush descends over the courtroom as a forlorn, shifty looking figure enters with a strange shaped head. Most have already decided he's guilty and are merely circling like vultures, waiting for the inevitable verdict...



boarding

and it's in frozen form



Dion is quick but unwieldy on the tighter turns



Course design is perfect, with multiple routes down each

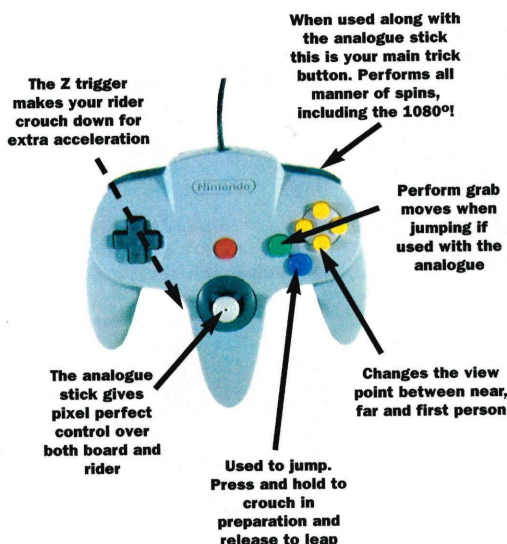
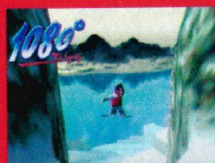


Exhibit A - Face the music

As I was playing 1080° I turned to Noely and said, "Wouldn't it be cool if you could turn the music off, but leave the sound effects on? That way you could pick your own music!" And lo and behold a quick fiddle round with the options and it was sorted. Quality game design through and through! Nintendo really have thought of everything! Here's the N64 Pro recommendations of what to play whilst you play:

- 1 - Asian Dub Foundation - R.A.F.I
- 2 - Dust Junkies - Done and Dusted
- 3 - Space Monkeys - Daddy of them All



Because it's so difficult to pull off



Check out Exhibit C for the combo



But makes sure you're near a hospital!

1080°: Not guilty your honour...

A shocked gasp from the gallery.

Judge GBP: (sighs): Very well. I was hoping we could get this over with quickly, but it seems we'll have to go through the page filling process of a full trial then I suppose. Counsel for the prosecution...

A confident, intelligent looking young Mancunian lawyer (yes, it's me folks!) adjusts his attire and slowly stands.

Me: Your honour?

Judge GBP: Would you like to make your opening statement please. And try not to ramble on too much.

Me: Certainly your honour. I won't take up too much of the court's time, for I feel that in this case the evidence speaks clearly for itself. Soon you will hear my learned friend - the counsel for the defence - spin you an elaborate tale. A tale of slightly rosey music, of minor graphical glitches and of a strangely unexciting split screen two player mode. These are facts. And the prosecution does not dispute them.

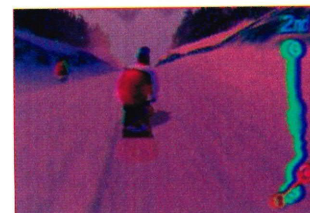


The first person view is quite terrifying at times



But he will tell you this to try and convince you that the defendant could not be guilty of the heinous crime of which he stands accused here today, for the simple reason that he's not as good as is being made out.

However, I firmly believe that the sheer weight of evidence against the defendant is so staggering that, ladies and gentlemen of the jury, you will feel that you have no other option than to return only one verdict. A verdict of guilty. A verdict that will undoubtedly see the defendant sentenced to a long and gruelling spell of hard labour at the very top of Her Majesty's charts. ▶

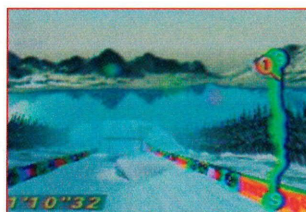


Racing at sunset provides some of the best graphics yet

Review

Cover Story

1080° Snowboarding



You often don't get chance to appreciate the backdrops



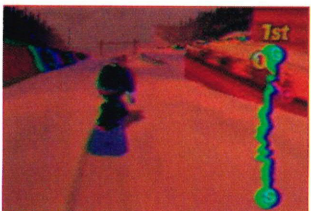
Three difficulty levels incorporate six courses



Lens flare is well used for and adds some real atmosphere



The boarders can get right down before they actually fall



Boards leave much deeper trails in the soft snow

But you will do so with such confidence that not one of you will lose a wink of sleep over your decision.

Lurching into the third person quite confusingly, Steve sits down with a flourish, confident that he's scored the first, and possibly crucial blow.

Judge GBP: (raising eyes skywards): Yes, very dramatic. Counsel for the defence. Are you ready to make your opening statement?

A much less confident, but equally sharp, intelligent looking young Mancunian lawyer looks up from studiously examining his notes, adjusts his attire and slowly stands (yes, it's me again folks!)

Judge GBP: You're defending and prosecuting?

Me: Er, sorry about this your honour. It's just that we're short staffed at IDG at the moment, and...

Judge GBP: (shaking head in despair): Yes, yes. Whatever. Just get on with it will you!

Defence Steve: Oh, er, right, yeah. Well, I sort of stole my own thunder a bit there to be honest (shuffles uncomfortably). Just think about what I said a minute ago - the bit about slightly rosey music, minor graphical glitches and a strangely unexciting two player mode - and try and think about it in a more defencey kind of a way. I mean, come on! How can the defendant be guilty of this crime in the light of such conflicting evidence? He's obviously not as good as he's being made out to be! And for that reason I know you'll come to the right conclusion in this case.

Defence Steve starts to sit down, gets halfway to his seat before shooting upright again...

Defence Steve: Which is to find the defendant innocent of course. And not guilty like I said before.

Judge GBP: I can see this could get confusing. Right, let's crack on. I think we'll skip the oath part because it'll take up too much space. Council for the Prosecution, would you like to call your first witness.

Prosecution Steve: Certainly your honour. I call Snobow Kids to the stand.

A decidedly young looking character shuffles into the courtroom, bizarrely with a remarkably similar shaped head to the defendant.

Prosecution Steve: Now then, Mr Kids. You are, are you not, one of the plaintiffs in this case, claiming bloody murder of your previously excellent reputation by the defendant through fiendish means of being much better than you?

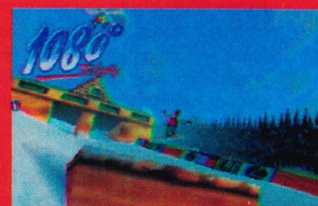
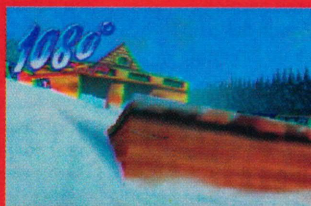
SK: I am.

Prosecution Steve: Briefly can you outline the basis of your complaint for the court.

SK: Yeah, well, he's better looking, faster, more enjoyable, has a more involving learning curve and much better control than I do!

Prosecution Steve: And since the defendant appeared

Even when you're good at racing you still have all the

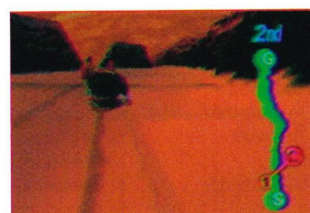




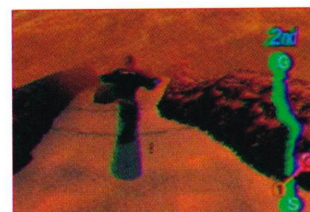
It's best not to try and be fancy in match race mode



Strength is a good asset to have in the race for the line



Knee deep in soft snow, it's difficult to get going again



The moguls section can prove particularly tricky to race on

on the scene, what has been the effect on you personally?

SK: It's like people just don't want to know me any more! I was popular until he attacked me, and since then I've been treated like a leper!

Prosecution Steve: And is this reputation murderer here today?

SK: Yes (pointing and shouting at 1080°) That's him! That's the bastard!

Prosecution Steve: No further questions your honour...

A raucous chorus of 'buy him' breaks out in the public gallery. Prosecution Steve retakes his seat smugly before switching into defence mode Steve and starts to look flustered.

Judge GBP: Your witness.

Defence Steve: Okay, erm... Mr Kids, what about that music eh? Bit ropery wouldn't you say?

Prosecution Steve: Objection!

Judge GBP: You're objecting to your own question?

Prosecution Steve: I feel at this point I must draw the court's attention to the defendant's

tricks to master. And that'll take absolutely ages!

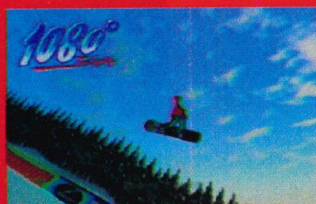
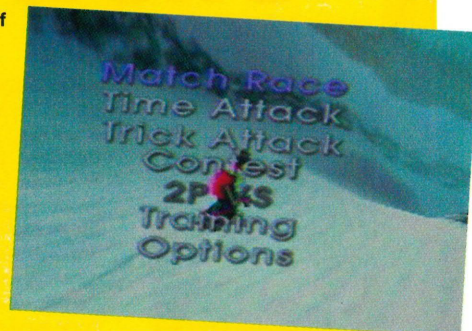


Exhibit B - Mode-us Operandi

1080 is littered with different gameplay modes. There's the standard match race where you and an opponent pair off and race down each course in a particular difficulty setting (amateur has four courses, pro has five and expert six!). Then there's time attack which lets you race on any of the courses you've opened up to beat the clock. Trick attack sees you pulling off as many stunts as you can to score points on either a half pipe or a big jump track. Contest is an all round discipline with both racing and stunt skills tested to the max and two player versus is split screen action, again on any of the courses you have opened up



comprehensive options screens.

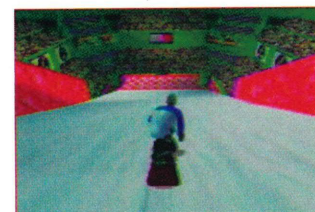
Judge GBP: This is most unorthodox, but I'll allow the procedural inaccuracy because it comes in handy at this point in reviewing terms. Proceed. Prosecution Steve : 1080 Snowboarding gets around this problem sneakily by allowing the admittedly below par musical accompaniment to be turned off whilst still being able to hear the stunningly good sound effects - the astonishingly realistic noise the board makes when on different terrains for example (soft or icy snow, rock, gravel etc. all sound totally different). Even the rush of the wind.

This means that the player can crank up the superb sound effects and blast out some funky tunes of their choosing at the same time via their own separate equipment. I believe the youngsters call them Ghetto Blasters? I would like to enter Exhibit A (see elsewhere on the review) as evidence as to why this point is made irrelevant.

Judge GBP: Objection sustained!
Defence Steve: But your honour...



The half pipe track provides a nice arena to show your skills



Make Air. The biggest jump in the game. Solely for tricks

Review

Cover Story

1080°

Snowboarding



The Contest mode tests your slalom skills as well as speed

► **Judge GBP:** The prosecution have proved beyond all doubt that this issue is not strong enough to hinge an entire case on. Don't you have anything better?

Defence Steve: (panicking): Er, hang on... I know! Two player split screen mode eh? Pah!

Prosecution Steve: Objection!

Judge GBP: What now?

Prosecution Steve: Once again the defendant cunningly skirts this problem in a most unusual manner. Whilst I don't contend that the split screen mode leaves you feeling curiously cold for some wholly inexplicable reason, the thrill that can be gained by two or more players taking part in either Time Attack mode and trying to better each other's times, or even Trick Attack and trying to be more 'rad' than their opponent is one that is quite unmatched in my gamesplaying experience! I would like to draw the court's attention to exhibit B, to illustrate the point that the many modes 1080° prostitutes on his customers more than makes up for any shortcomings in the split screen mode!

Judge GBP: Again, I have to say, objection sustained!

Defence Steve: (head in hands): What about the graphical glitches then? The odd polygonal tear every so often? The ever so slight pop up? Surely you can't object on that?

Judge GBP: Well?

Prosecution Steve: No your honour. Those facts are not in dispute. However, I feel that they aren't exactly important given the stunning beauty of the defendant overall. (dreamily) One look at his screen and I just melt...

Judge GBP: Mr McNally! This is not that sort of court! Please restrain your emotions!

Prosecution Steve: Sorry your honour. Don't know what came over me!

Judge GBP: Any more of that and I'll hold you in contempt! Counsel for the defence?

Defence Steve: No further questions your honour (muttering) Damn! He's... I mean I'm good!

Judge GBP: Call your next prosecution witness...

Prosecution Steve: I call 1080° Snowboarding to the stand!

A shock move indeed. Mainly because the prosecution isn't legally allowed to the call the defendant as a witness, but moving swiftly on... The atmosphere in the courtroom is electric as 1080° is

sworn in. Prosecution Steve has a twinkle in his eye. He has him on the stand now and senses he may just crack under the pressure.

Prosecution Steve: So then, Mr Snowboarding, I think I can speak for everyone in this court when I say that we were all surprised to hear a not guilty plea in the face of such a mountain of evidence against you. Just out of interest, on what criteria did you come to that decision?

1080°: S'obvious innit? Have you heard me tunes man? Shite! Oh, and you try and play split screen without feeling disappointed at the loss of graphical detail to keep the frame rates up! And that's not even taking my graphical problems into account!

Judge GBP: I think the Prosecution has already adequately addressed these issues and we should move on because there's a lot of nice artwork for this review and it'd be a waste to write too much...

Prosecution Steve: How do you answer the charge that your control is second to none? That playing this game is about as close as you're going to get without climbing a piste and strapping a glorified plank to your feet? That you can feel the difference in the terrains as you glide over them – partly due to your fantastic use of the rumble pak (in fact, it's the best ever!) and partly because of the way the board handles?

1080°: Er... Well...

Prosecution Steve: Let's move on, I can see you're struggling. What would you say if I were to suggest that you were the most graphically impressive N64 game by a considerable distance? Your varied terrains almost make the player feel as though they are rushing down a mountain? That your ultra realistic motion captured animation and graphical touches such as the trail of your board in the snow (or your hand if you lean far enough) make other snowboarding games weep? Or maybe I should draw attention to your intelligently designed tracks (beginning the game with four, two more opening up as you get better and probably hidden ones that we haven't yet discovered) with their multiple routes, shortcuts and obstacles? Plus Half pipe and stunt courses? How about that?

1080° getting riled: Look, just leave it!

Prosecution Steve: Oh, but there's so much more. Complex tricks to learn that will take an age to



Inclement weather hampers your vision severely



1080° Snowboarding really isn't for the faint of heart



Make Air give the massed crowd some thrilling action

Exhibit C – Broken Fingerprints

To pull off the 1080° stunt that the game is named after you'll have to complete this terrifying sequence of actions before you hit the ground! Gulp!

R + [button] R + [button] + [button] R + [button] + [button] + [button]





A rider with good technique helps in a slalom race



Ramps are placed strategically for you to 'get rad'

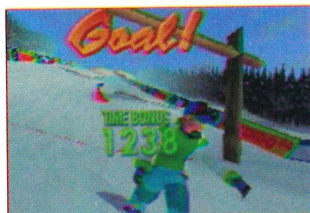
master (exhibit C is a case in point), multiple modes including training and ghost racers that are saveable to the memory built into the cart. The choice of six very different characters to race with and many different boards?

Steve pauses for dramatic effect and the whole courtroom holds its breath

Prosecution Steve: Do you seriously expect us to believe that you are not guilty of murdering the reputations of your fellow snowboarding games by being far, far too good? What do you take us for?

1080°: (standing, shouting and pointing): Alright, I admit it! That lot (points at the area of public gallery where Snobow Kids, Cool Boarders and other games sit cowering) can't even come close to me! Now I'm here they won't get a look in, and they don't deserve one! I'm the best and no one'll beat me now or in the near future, and if any of you have got a problem with that then I suggest you have it out with me right here, right now! You don't stand a chance!

Prosecution Steve: (smugly): I rest my case... ●



Each time you break a record it's saved to the cart's memory



The training mode will hold your hand at the beginning



N64 Score

STAMP OF APPROVAL

I GOT ABOUT halfway through my review of this game then scrapped it completely and started again, which is no small undertaking on a mammoth six page review. The reason? My conscience was pricking me and simply wouldn't allow me finish the piece without putting in a little bit of extra effort. I suppose in a way it's my own little gesture of appreciation for all the time and care that has obviously been lavished upon this truly remarkable game. To say it's the best Snowboarder on the N64 really doesn't do it justice, but then nor does saying it's the best on any of the latest consoles. 1080° Snowboarding is one of the best games it has ever been my privilege to play and I suggest you would be unwise to even think twice about putting on your coat and nipping off to your local importer. Immediately. **STEVE**

● **ALEX** Had I been given the chance to play this for more than ten seconds before two masked men (built just like Noely and Steve) kept ambushing me so they could play it themselves I'd probably like it as much as them

● **MARK** Although I'd have to admit I'm no better at playing this than I am any other N64 game, I can't describe how good it is (Now there's a surprise - Lewis). I like it so much I'm saving up for a snowboarding holiday right now

● **NOELY** There aren't enough superlatives to do 1080° justice. The graphics are ridiculously good. Control over your board is sublime. The Half Pipe trick section is a joy to play and the Match Race is better than Wave Race. Brilliant

● **READER REVIEW** I can't believe I was lucky enough to get to do this game as my Reader Review! It rules! I'm just glad I didn't have to do something rubbish like Clayfighter!

MARK SIMONSEN, Leeds

GRAPHICS



GAMEPLAY



SOUND



LASTABILITY



93%

Jeopardy

A: Jeopardy. Q: What is a crappy US quiz show?

Did you hear about the scouser who left home to get a job? When asked where he was going he said he was going to hitchhike to 'Jeopardy' because he'd heard on the news that there were loads of jobs there

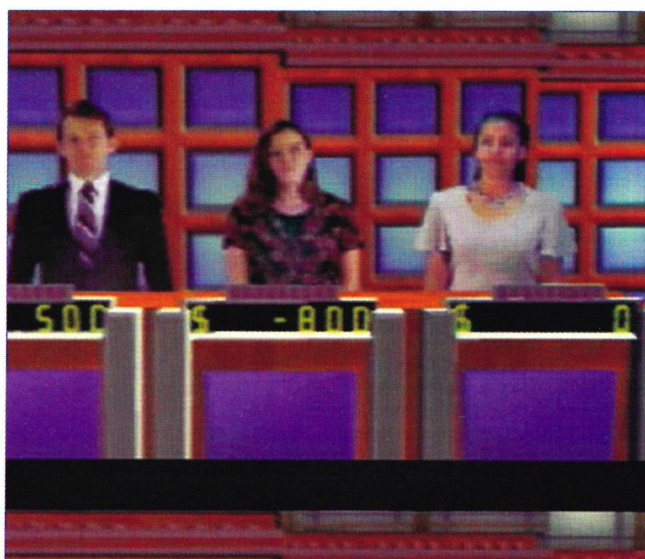
WELCOME to this Jeopardy review'. Assume ridiculously false Bob Monkhouse style welcoming stance. 'I'm Paul Noel (standing in for Alex Trebek who's away having his teeth polished) and tonight I'll be your host during this review of Jeopardy everyone's favourite show of answers and questions. For anyone unfamiliar with the quiz show Jeopardy (one of the most popular shows on US Television) let me be your host as I attempt to explain how the game works'. Grins insanely,

Unlike regular, normal game shows where contestants are given questions in various categories and are required to find the answers, Jeopardy is different. In this game you are shown the answers and must provide the questions. It's a bit confusing so pay attention here because I'll be asking questions (or should that be answers) later on. Basically the game begins and the first round is divided into five categories. Usually you would expect these to be five question categories, but in Jeopardy these relate to five answer categories.

Choose a section from each category and an answer is flashed up on screen. Then contestants are required to 'Buzz In' with the relevant Question. Did you understand all of that? Good well perhaps you could explain it to me.

Me love you long time. Fi Dollar

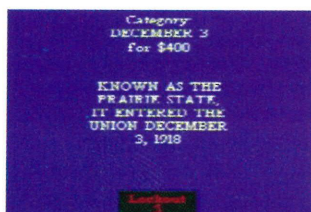
No, in truth it's not as difficult as it sounds. Once you've played a few rounds and successfully 'questioned a few answers' you get used to the scheme of things. Provide Mr Trebek with a correct question and you'll be rewarded with a cash award in dollars. Answer incorrectly and you'll lose that amount and will also have to suffer another FMV of the cheesy 'Alex Trebek' as he pips in with "Gosh, that's wrong". However you are aided throughout



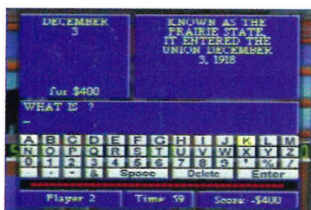
the game should you need it with an option that helps make the game easier by attempting to fill in the full answer based on the first few letters typed in. So for example if you think the question to the answer 'England's Capital city' is What is London? You can enter just the first few letters i.e. L-O-N and the computer will suggest London as a choice. This helps to speed the game along though it is open to abuse allowing people to cheat by buzzing in and then second guessing the question. Even more helpful is the fact that this game has a setting that will be fairly lenient to incorrectly spelling. This helps to avoid those frustrating moments when you spell a name wrong such as Michaelangelo when it should have been Michelangelo.

Make mine a Daily Double

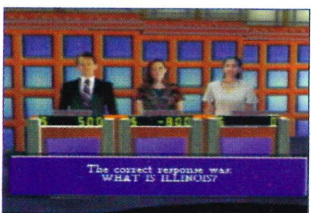
Before you begin the actual quiz you can alter all the game settings. Up to three of the contestants can be human players while any of the remaining trio are taken over by the computer. Once you've setup the game options precisely the way you want them then it's "On with the show".



Before players can buzz in there's a lockout of 10 secs



A - Tedious, boring, waste of effort. Q - What is a caption?

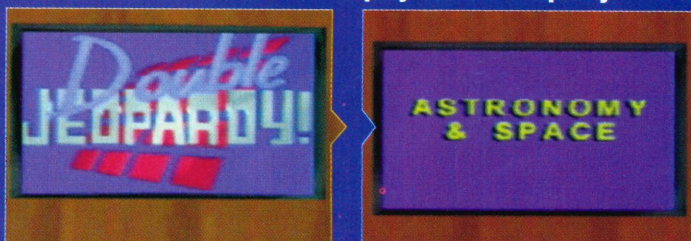


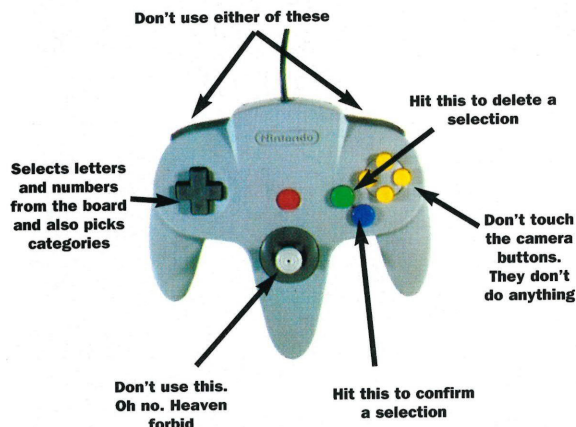
Answer - the US equivalent of Warrington in the UK



Isn't Santa Fay a female equivalent of Father Xmas

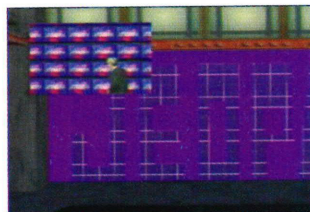
It's the second round. Time to play Double Jeopardy. And the





Not being a huge fan of the show I'm not hugely familiar with the format. However from the couple of episodes I have seen it seems to mimic the show fairly well.

Basically all three contestants continue to fit questions to answers until all the puzzle squares are used up. The one departure is that one of the squares on the grid conceals a Daily Double item. Successfully reveal this square and you'll be given the option to bet some of your cash on successfully answering the subsequent answer correctly. The more money you risk the more money you stand to win.



Gosh! I'm afraid that's wrong you thick headed, dull wit

action and bring it to life in some way. The problem as it stands is that everything about the game is dull, bland and lifeless and that includes the contestants.

Visually this N64 quiz show is unlikely to be winning any prizes. In fact if winners were decided on looks alone then this game wouldn't even make it past the first round. All the graphics are garish, and awful. The characters are roughly drawn concrete-like statues who never move. The sets and backgrounds are bland and the actual puzzle boards are so garishly represented that the blurred typeface on the questions is almost painful to look at. You'd be embarrassed by these graphics on a SNES game let alone on an N64 title. State of the art visuals these certainly are not.

Oh, it's all gone quite over there

The sound too is forgettable. Apart from Guy Smiley your plastic host chipping in with the occasional gem there's little if any sound throughout the game. Your players are mutes, and the crowd are all on their best behaviour. Gametek would have done well to spice things up in this department too. Where's the whooping and hollering from mindless nerds in the audience that we usually associate with trashy US game shows? And what little sound there is in glorious Mono presumably they preferred this over the obviously inferior Stereo mode. The problem here which was also a criticism of Wheel of Fortune is that because you're not risking real cash in the game the excitement is lessened.



Choose the number of human and CPU opponents



I'm not choosing this guy, he looks a bit of a geek



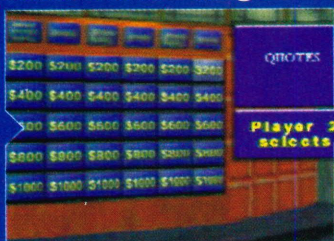
...no this guy's no better. Chill out with the suit you square

And finally it's Final Jeopardy

The final round (or Final Jeopardy) operates on a similar basis. Any contestants with money left at this point are able to bet cash on a final puzzle, again to win cash. The overall winner being the person who finishes with the highest total.

Despite the fact that most of what you'd find in the TV show is present in this game all is not well with this N64 version. The problems are many and varied. Firstly as in Wheel of Fortune the contestants are rather crudely represented. Everything is static and immobile. It may seem only a minor point but at least the Wheel of Fortune had it's moving wheel and not forgetting it's excellent if gimmicky use of the rumble pak. Jeopardy is virtually crying out for a 'wheel', or some 'rumble pak' compatibility, a bell, or a whistle, or an elephant, or in fact anything that will spice up the

winner is... me? Hang on Alex, what do you mean Milli?



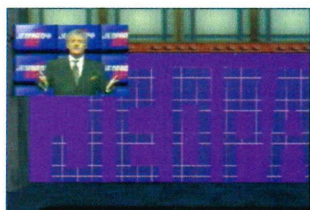
...Okay so she's a chick. But at least she's no Bimbo

Review

Jeopardy

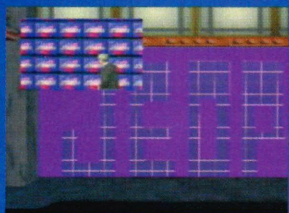


Choose your character and then enter their name

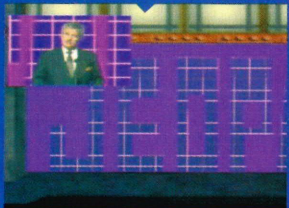


Hi I'm Guy Smiley (aka Alex Trebek) your host on Jeopardy

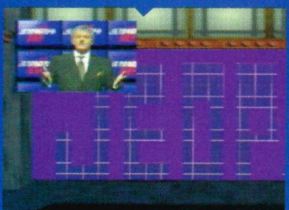
Welcome to Jeopardy



Hi, I'm your host Alex Trebek



And this is Jeopardy



OK, then 'On with the show'

And because this is a US release and you're playing with dollars this is especially the case. You may as well be playing with 'shekels' or 'Monopoly money' for all the difference it makes.

Burger eating Yanks

The fact that this game is a US release raises another even more problematic aspect. All the questions are aimed at 'fat, pear-shaped, burger-eating, ignoramuses, that think the world begins and ends on their doorstep' namely the US public. Unless you're a bit of a wizard when it comes to American history, American Culture and so on then many of the answers, even the so-called easy ones are likely to have you stumped.

Jeopardy claims to offer more than 4,000 puzzles to tax the gamesplayer. However I imagine few (even natives of the US) are likely to play the game for long enough to have witnessed all 4,000 of them.

The reason is that as good as the TV show may be (and there are those Americans who think it's the best thing since sliced bread) basically Jeopardy doesn't translate to a video game as well as Wheel of Fortune did. The bottom line to the Answer 'Crappy, bland, ridiculously US orientated, quiz show on the N64 that you should avoid buying at all costs'. The question is 'What is Jeopardy?' ●

N64 Score

JEOPARDY 64 is Gametek's attempt at recreating the feat achieved by **Wheel of Fortune**, namely to successfully mimic a successful US game show. Unfortunately this time it hasn't worked. If you do want to play a cheesy US quiz show then you should go for **Wheel of Fortune**. This offers none of the fun of Gametek's previous title and makes little attempt to add anything in the way of added attractions either visually, sonically or in any other way. Devoid of the excitement from TV participation on the show and given the US bias in the questions I can see no reason for anyone buying **Jeopardy**. So unless you've as little regard for your own money as you'd have bidding CPU cash when playing **Jeopardy's Daily Double** cash rounds then steer clear of it. There are no prizes for buying crappy quiz games on the N64 and the only loser will be you. **NOELY**

● **ALEX** Noely's probably already written words to this effect as I mentioned it to him while he was writing this review, but the fact is that games based on greed just aren't any good when the prize money isn't real

● **STEVE** If like me you love quiz games and your idea of fun is watching **Countdown** or popping down the local to take part in a 'pub quiz' then this might appeal. But what I want to know is when will someone release **Bullseye 64**?

● **MARK** This isn't the best game I've ever seen and that's for sure. But still, I think Noely's being a bit stingy with his score. If playing trivia pursuit is your idea of a good time then you'll get a lot of fun out of this little quiz game

● **READER REVIEW** I'd rather have my teeth pulled than sit and play this eternally dull effort on my N64. In fact I'd burn this cart rather than contaminate my machine with it. **DARREN MALLETT, Bradford**

GRAPHICS



SOUND



GAMEPLAY



LASTABILITY



38%



Deadlier Than The Male



90%

Nintendo
MAGAZINE

“Without a doubt the best fighting game on the N64.”

93% **Total 64**

“...a game that can rival Tekken in terms of depth of gameplay... unlike any other.”

“this, and only this, is the one you should buy.”



FIGHTERS DESTINY



Puyo Puyo Sun

Hands up all those who want to smash up Mr Blobby



It's Tetris with blobs on! The latest puzzler from Japan wobbles into our office and tries to look cute. But we soon found out it's little game, beneath that squishy exterior lies an awesomely fierce puzzle game. Read on...

Blobs Away: I'm on the left and start to stack 'em up high. Then



The blobs look at each other when connected



The see through blobs are placed by the opponent



She's not the only one around here with a horn on

AT THE BEGINNING of every month there's a certain amount of anticipation as to what games you'll end up reviewing. Will I get 1080 Snowboarding? What about Mystical Ninja? I'd even settle for Quake 64. This is usually followed by a certain amount of haggling, and in some cases threatening until (hopefully) everybody ends up with a game they're happy with.

But this month I decided to go on holiday, and what do I hear when I return: "here you go Mark, you can review Puyo Puyo Sun 64." Everything else has been scooped up by the ever greedy Noely, hell bent on grabbing everything in sight (you should see him at the sarnie van every morning.)

At first I was despondent, but my fears soon turned out to be misplaced. As it happened, Puyo Puyo Sun 64 (PPS 64) turned out to be quite a little gem of a game. It's basically a Tetris look-a-like, but with enough new features to make it an original and enjoyable game in its own right.

Get Your Blobs Together

Like all puzzle games the idea is simple to learn but a bugger to explain. Anyway, here we go... Little round blobs fall in pairs which you move and rotate. They're all different colours, and if you place four or more of the same colour together they disappear. Blobs stacked above the ones that vanish will fall down, and with luck will connect with other similar blobs that also disappear. So it is possible to get really intense about the game, stacking blobs together so that one vital move will cause a massive combo with blobs falling over each other to vanish into oblivion.

There's something deeply satisfying about splatting blobs away which makes PPS 64 such a great game to play. But it's not all fun and games, there's a seriously competitive element to PPS 64. You are always playing against an opponent, and in the absence of any friends, you'll take on the computer. Rather than just having to constantly remove the blobs, you throw obstructing blocks at your opponent by removing your own blobs. If you create combos, the opponent will get a wad of blocks thrown all over his blobs, which is every bit as painful as it sounds.

So unlike Tetris you don't just have to worry about how well you're doing and where you'll place the next blob. You also have to worry about what your opponent is up to. You can be happily building up a combo that will crush the computer when wham... the N64 gets there first and you'll have to fight using every ounce of skill to get rid of the obstructions. So there is a lot of skill in determining whether to build up your blocks or knock them down.

Are You Lookin' at my Blob

The graphics are cute, if slightly basic. All the blobs have faces, and when connected they look at each other (even going cross-eyed when they're in the middle.) They also have different personalities, the red blobs look angry if left on there own, whereas the blue ones look petrified.

There's a lot of Manga influence as well in this game. You select a character who stands behind your blocks and shows off special power moves whilst throwing stuff at your opponent. There's also a plot going on inbetween levels, although it's in Japanese and probably rubbish anyway.

But PPS 64 has it's bad side as well, it can be



64



The angel's running out of space but devil's doin' just fine



The manga-style birds really put you off your ball game



It said strawberry blond on the bottle. I can't go out like this

I do a stunning combo that leaves the N64 all out of space



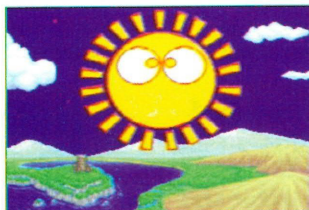
incredibly frustrating at times. You are working your way through a level when suddenly the computer throws so much at you that it is impossible to recover, and whilst you thought you were doing quite well, the computer was obviously doing much better.

On the harder levels you begin to realise that your N64, whilst being dump at drinking beer and pulling birds, is actually a lot better than you are at stacking up mind boggling large sequences of blobs. With the result that, whereas you can only really stack three sequences together before you are relying on luck, the computer can build up sequences of eight or more with ease. So on the harder levels it all begins to seem a bit unfair, which is a shame because it ruins an otherwise perfectly good game.

Puyo the Other One

But whilst the single player game is incredibly difficult, it's in the two player game that PPS 64 really comes into its own. Here the odds are more evenly matched and taking on a human opponent is (as always) much more satisfying than taking on the N64.

Eventually though you have to concede that PPS 64 isn't really worth 65 quid and it's unlikely that it'll ever get an official release, which is a shame because it would be nice to know what the teenage devil girl says to the angel in a miniskirt (good old Japanese eh!) ●



He's just had his blobs smashed by the computer



When all else fails bring on the teenage schoolgirls

N64 Score

PUYO PUYO Sun 64 keeps up with the best of Japanese traditions by being stupid, slightly insane, full of teenage girls in miniskirts and basically great fun to play. The characterisation of the blobs is great, but on the whole the graphics are a bit basic and you could be forgiven for thinking you were playing a SNES game. The multi-player game is good fun, but the computer becomes too good too quickly for the one player game to be anything other than frustrating. It's not really what you expect to play on your N64 and if it came to a decision between buying a game like GoldenEye or blobby Tetris, I'd be getting my Tux out of the dry cleaners and loading my silenced PP7 with golden bullets. Still, it's better than Tetrisphere and if you're in desperate need for a puzzle game then (much as I hate to say it) Mr Blobby is your man. **MARK**

● **ALEX** Taken in isolation this is a great Tetris-style puzzler. The thing is, I expect more from an N64 cart. Compile should have squeezed more games on rather than cheat us with something that the Game Boy could handle

● **STEVE** Good stuff, although you have to say not entirely original. Anyone who's played Tetris, Columns and Super Puzzle Fighter will recognise just about everything that this game is offering. Still worth a look though

● **NOELY** If you've never played a Tetris-like puzzle game this is great fun. If you have it's like watching quite a good film for the umpteenth time simply old hat. I prefer Bust a Move to this so would think twice about buying Puyo Puyo

● **READER REVIEW** I like puzzle games but I think Tetrisphere is better than this, at least it has decent graphics. I don't like games with Japanese text either
JOHN ARUNDALE, BIRMINGHAM

GRAPHICS



SOUND



GAMEPLAY



LASTABILITY



70%

Snowboard Kid

On UK slopes this snowball has stopped rolling

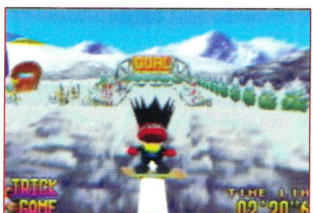
Like over excited children playing in the snow, we were well impressed by Snobow Kids. But now we're (a few weeks) older and wiser and Snowboard Kids is regrettably slower



Shot game in which you shoot as many snowmen as possible



Slash performs one of his many cool snowboard tricks



Rail slides are just one of the many boarding tricks



Slash pushes for first place as he jostles with Tommy Parsy

SNOWBOARD KIDS is a snowboarding game with a difference. Instead of the boarders looking lifelike and realistic they are all (super-deformed) Gundam characters. You've probably seen these extremely stylised Japanese caricatures before, with their huge heads, bulging eyes and pint-sized little bodies. The result is terrific, because all the characters look excellent and their exaggerated comic-like features add greatly to their appeal.

Not only are the characters well drawn, they're also extremely well animated. Whether they're speeding along, performing stunts or falling over obstacles, their animations are all excellent and entirely in keeping with the nature of the game.

Multi-coloured popsicle

The visual treats don't stop there though. The landscapes are all highly detailed and varied on each of the courses. You might think that one downhill snowboarding course would look much the same as any other. But not here, the developers have clearly taken time to make sure that all the courses are instantly recognisable and they've managed it splendidly. The colours throughout are rich and bright giving all the graphics a vivid look only previously seen in the likes of Diddy Kong Racing.

Admittedly, Snowboard Kids is not quite up to the graphical standards of Diddy Kong Racing with its RDA (Real-time Dynamic Animation) enhanced beauty. However, in its own way Snowboard Kids is almost as impressive looking. Certainly the characterisation in Snowboard Kids is arguably more impressive than in Diddy. Okay, there is some clipping on some of the courses and a touch of fogging here and there can't totally hide it. However, in comparison to some of the abhorrent clipping (and



wholesale pop-up) that's become the norm in most PI**Station racing games, the clipping here is so slight as to hardly warrant more than the briefest of mentions. So consider it forgotten already.

As for the courses, initially you have access to six (with more accessible later). These are in order of difficulty: Guru Guru Mountain, Big Snowman, Sunset Rock, Night Highway, Grass Valley and Dino Park. And just to illustrate my point about them being varied, Sunset Rock is a bizarre desert scenario and Grass Valley for instance is exactly that and sees you boarding on grass instead of snow.

So essentially, Snowboard Kids is a cute snowboarding game that sees you racing down mountains. But that's not all. Each of these

The Red power-ups are the most offensive and therefore the best type of power-up in the game



PUSH Shoves an opponent face first in the snow



PARACHUTE Fire opponents into the air to delay them



FREEZE Turns your opponents into ice



SNOWMAN Turn enemies into snowmen



BOMB Not too subtle, but very effective



JAM KUEHNEMUND

Check out the Dreads! Jam's the coolest of all the kids with brilliant tricks and cornering

Age: 10
Speed: ★★
Corner: ★★★
Trick: ★★★

LINDA MALTINE

The sexiest chick on the slopes. Exceptional speed but only average cornering and tricks

Age: 11
Speed: ★★★
Corner: ★★★
Trick: ★★★

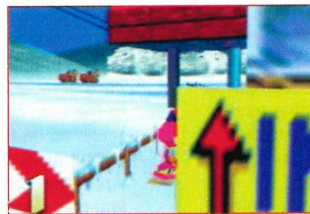
TOMMY PARSY

Tubby Tommy is the heavyweight of the kids so he's got poor tricks & cornering but top speed

Age: 10
Speed: ★★★
Corner: ★
Trick: ★



Slash shows off his skills on another spectacular stunt



Linda beats the pack to the lift and stays well out in front

mountains and valley courses has a number of jumps. As you go over these jumps you can perform various stunts and aerial manoeuvres such as board grabs, flips and 360s. You are awarded points for each of your stunts which are added to your total score.

At the start of the game you get to choose from five characters. Not only do each of the characters in the game have different top speeds and handling performance, they can also do different tricks depending on their individual trick skill. Nancy Neil and Jam Kuehnemund for example can perform more tricks than Tommy Parsy.

You Jammy Kuehnemund

In addition, the courses in Snowboard Kids are littered with power-ups which can be collected and used against your opponents. These range from Push Gloves which shove opponents over, Freezes which are icicles that you can fire, Parachutes that hit your opponent in the air and then delay them as they slowly float back to earth, Speed Fans that give you a boost of speed for a short while and many, many more (see power-ups boxout).

The power-ups come in two colours, either red or blue and at the top of the screen are a couple of boxes in which power-up icons appear. The left one tells you which red power-up you currently have and the right one which blue. If all this sounds a little confusing, don't worry, there is a training section that runs you through each of the power-ups and shows you exactly how each one works. Again, this is an excellent inclusion that shows just how much thought has gone into the implementation of the game.



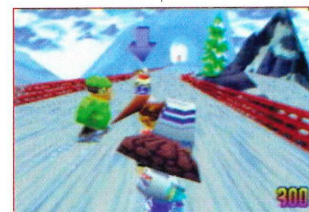
Slash kicks back and enjoys the ride on the ski-lift



Speaking of implementation, the game's control system is simple and yet immaculate. You use the analogue stick to steer your boarder left and right, with bottom left and bottom right producing a more severe turn. The Z trigger activates your red power-ups and the B button your blues. Meanwhile the A button is used to jump, and to activate your stunts. Also a quick tap of the A button performs a little hop forward, used to get you going again after falls as well as from the start line.

To complete a proper aerial stunt, you must hold the A button down, complete a certain sequence with the analogue stick (ie left, right, up, down or whatever) and then release the A button as you hit the jump. In addition, there's a number of board grabs which are implemented by using each of the four camera buttons. So Up C does a Japan Air, Down C is a Tail Grab, Left C is a Backside Air, and Right C is a Frontside Indie Grab. Do it correctly and you'll pull off all manner of radical stunts, amassing points, the respect of onlookers and the admiration of beautiful women in the process.

Not content with simply including a race section in here, Atlus, the game's developers, have included a



Check out Jam's flowing dread's as he speeds along



Linda turns player one into a snowman. He's in for a fall

Snowboard Kids



SLASH KAMEI

A fine all-rounder and therefore a good choice for beginners until they find their footing

Age: 10
Speed: ★★
Corner: ★★
Trick: ★★

NANCY NEIL

The cute and cheeky Nancy is a top trickster whose cornering makes up for her lack of speed

Age: 10
Speed: ★
Corner: ★★
Trick: ★★

SHOPKEEPER DOG

It's a sad fact but commercialism plays a part even in games. This guy sells you power-ups

Age: Old
Speed: N/A
Corner: N/A
Trick: N/A



Linda bursts through a shop to collect a valuable power-up



The paint shop where you can customise your board



The sheer drop to the left of this picture is a major hazard



The other man's grass is always greener, but not here

number of different game modes which all add not only to the variety, but also to the longevity of the game. There's a speed cross and time attack modes that see you completing each of the courses against the clock. There's even a bizarre Shot Game mode that gives you an unlimited number of bullets and requires you to shoot up to 30 snowmen during one descent of a course. Weird.

But best of all there's a trick game similar to that in Wave Race which requires you to perform all your favourite stunts, aerial manoeuvres and even rail slides within an allotted time. The course is a special one complete with jumps, halfpipes and rails and you are awarded points according to how well you performed.

We're walking in the air

Each of the tracks in Snowboard Kids are of different lengths and consist of a different number of laps. Now you might think it rather odd to have laps in a downhill snowboarding race, but there are, and even this has been extremely well implemented. As you reach the bottom of the hill to complete each lap you go through a turnstile and get on a chairlift. This takes you up to the top of the hill where you jump off and begin your next lap. This is a brilliantly unique idea and very often you'll get into scraps at the turnstile as you jostle your opponents to be next onto the chairlift. Brilliant stuff.

As if all this wasn't enough, Snowboard Kids features a superb multi player game. The two player split screen seems to run at much the same speed as the regular one player game (though admittedly with a slightly reduced frame rate). Even the four player game isn't noticeably slower, which is just as well since the game hardly flies along even in one player.

In all my excitement at how nice, cute and well designed this game is I've mentioned little about how well it plays and the answer is: like a dream. The control of your snowboarder is brilliant, the power-ups are varied as well as being original, and throughout

it all there's a wonderful sense of humour and fun.

Don't be fooled into thinking that this is a kids' game either. Cute though it may look there is a considerable challenge in here particularly on some of the later courses which are tough (though not as tough as on the Jap version), and then there's the extra tracks. Other smart features include a shop where you can buy boards and a paint shop where you can customise your snowboard (a bit like in Top Gear Rally). Oh and it's also rumble pak compatible.

Grannies on the pavement!

Once you've taken all the above into consideration Snowboard Kids may begin to look like a bit of a must buy, but the truth is that it isn't (quite). Oh it's good, in fact it's very, very good. You'll be impressed by its colourful visuals and simplistic, yet extremely enjoyable, playability. However, there are a few things that prevent it from being a true classic.

Here at N64 Pro we try to avoid slagging off games that don't run quite as fast on PAL machines simply because A) - We all know that most games are faster on NTSC format so why keep bashing on about it and B) - because most of you won't have

Apart from the pan, Blue power-ups aren't very offensive, but they're still really handy



GHOST Slows your enemies



PAN Squashes all your opponents



STONE Makes for a tricky obstacle



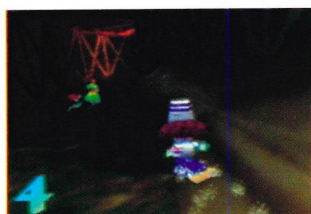
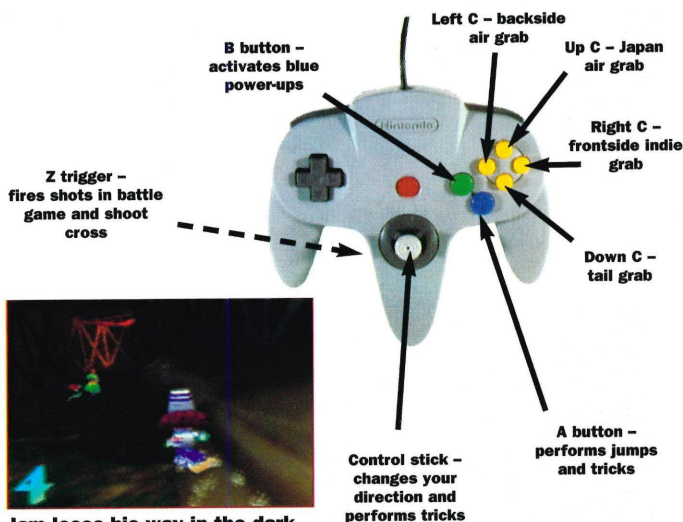
MOUSE Steals coins for you



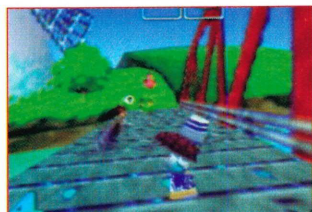
STEALTH I'm the invisible man



FAN A turbo boost of speed



Jam loses his way in the dark depths of a minefield tunnel



This shot shows some of the luscious scenery in the game

seen the Jap version (or US or whatever) so you won't know what you're missing.

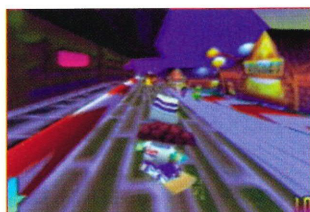
However, I have my own particular views on this. In some games the reduction in speed is so slight as to be hardly noticeable. In others the nature of the game means that it matters little if the game does run slower. Yet as far as I'm concerned the one thing that a racing game needs (by its very nature) is speed.

Ultimately, I can't ignore the fact that I have seen the NTSC version and it is noticeably quicker. The Japanese version of Snowboard Kids was bordering on the playable side of leisurely, whilst the PAL version is verging on the pedestrian side of sluggish. There I've said it because it needed to be said. What's more because, it's slower it's also easier and therefore there are questions over the game's longevity.

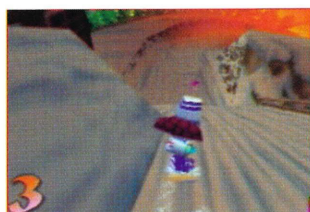
So the bottom line is that Snowboard Kids is good fun but it's not a must buy. If you haven't played an import version you'll doubtless enjoy it because there's much here to enjoy. While it lasts it's cute, funny and very playable, but unfortunately it's a bit too easy and subsequently you're unlikely to still be playing it in a few month's time. Particularly since here at the office we've not played it for a month or so and have instead been hunched for countless hours over our import copy of 1080° Snowboarding. You see, if you're after a Snowboarding game you'll want the best and as good as Snowboard Kids is, it positively pales in comparison to Nintendo's forthcoming cool boarder ●



Check out the marvellous detail on those Snowboard kids



Jam takes a shortcut to collect some valuable coins



I got some work to do if I'm going to catch the leaders

N64 Score

SNOWBOARD KIDS was such a likeable game that interest in it soon snowballed. Like waking up as a kid one morning to suddenly find the ground outside covered in snow, Snowboard Kids was an unexpected treat with its excellent visuals, cute and humorous racing characters, excellent multi player mode, and simplistic playability. But with hindsight our eager, child-like enthusiasm was a tad over zealous. True it looks nice, plays well and is crammed full of inventive ideas - from the brawls to get on the chairlift to the imaginative use of power-ups. However, the tracks are a little too easy to complete despite the other modes, which means that this is not the classic we had first thought. Certainly not quite enough to warrant a stamp of approval, especially since the PAL version is markedly and quite frustratingly slower. **NOELY**

● **ALEX** The only difference I could see with this and the version reviewed in issue 5 is that this one's miles slower. Apart from that disappointment, I still love it. People who've never played the Jap one won't know any better

● **STEVE** I'm busy reviewing 1080° at the moment (turn to page 16 to find out more), and to be honest it makes this look a bit embarrassing. If you want a snowboarding game then I'm afraid this is no longer it. Snowboard Kids? Pah!

● **MARK** I still think this is a great game, especially when playing with friends on the multi-player mode. But 1080° does make it look a bit simplistic. Still, for fun gameplay and cheap laughs you can't do much better than this

● **READER REVIEW** The kind of game me and my mates would play for a while for a laugh. But it's a bit slow and there's not many tracks, so it won't take long to complete **B Neville, Gt Sutton**

GRAPHICS



SOUND



GAMEPLAY



LASTABILITY



84%

NHL Breakaw

Tkachuk tackles Gretzky in the big Face Off

Think of ice, big sticks and violence and what do you think of? No I'm not talking about the Tonya Harding and Nancy Kerrigan incident. I am of course talking about the coolest sport in the world – ice hockey



The Philadelphia attacker prepares to take his penalty



Detroit celebrate a penalty shootout victory over the Flyers



A Detroit Lion's attacker blasts his shot agonisingly wide



The Philadelphia attacker bears down on the goalie in a 1 on 1

THE BLURB on the packaging for NHL Breakaway '98 says, and I quote, "Unlike any other ice hockey game already available, NHL Breakaway is definitely the one which must be played to be believed." Well you know what? Unlike a lot of other dubious claims made by games companies, here they're actually telling the truth.

You see before you've played it you'll think, "Oh another ice hockey game." I did the same thing. Even after five or 10 minutes of play, my response to enquiries was an entirely noncommittal "Oh, it's alright." But an hour or so later, when I was asked again "Are you getting into that Noely?" it suddenly dawned on me that I was 'into it'. In fact, I still am 'into it' because there's a lot to be into.

Looking very pucker

Firstly, the game looks good however you view it. The action can be played from various camera angles, there's a High Cam (overhead view), Medium Cam (my preferred choice), Side Cam, an angled 45 Cam and best of all an On Ice Cam. This last view, though difficult to play in (with a bit of practice it is possible), shows off the power of the N64 superbly. The action is viewed from a player's eye perspective which is a little disorientating at first, but shows off the detail on the polygons of the skaters as well as the wonderful animations of all the ice hockey players.

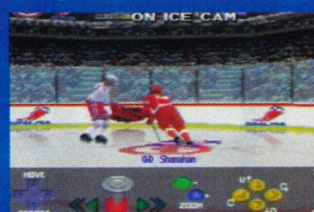


Even from the traditional (zoomed out) view, it's clear that the graphics are good. However, because the action is so fast and the players are relatively small (in comparison to say Wayne Gretzky), it's not until you actually watch somebody else playing the game (or view a replay) that you can really appreciate the superb motion captured animation.

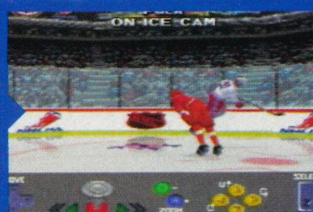
Your goalkeeper, for example, has a large array of animations (as well as a choice of two goalkeeping styles – Stand Up and Butterfly), which he goes through in any game. These range from catching and kicking the puck, even down to him freaking out at his defense when they've allowed the opposition to break through and score. There are also loads of skating, shooting and checking animations, which again you don't really appreciate until you view a replay.

If there is a criticism it's that because of the size of the players the puck (even with its trail to help you keep track of it) is a little small. So you occasionally lose sight of it and only the replay can fully shed light on exactly how a goal was scored. Speaking of replays, these are extremely well done

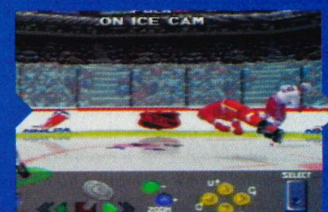
The perfect foul in five easy stages:



1 Intercept attacker



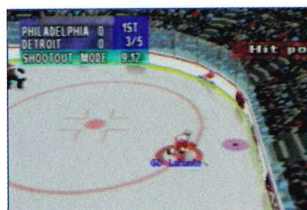
2 Ignore the puck



3 Follow through, taking his legs



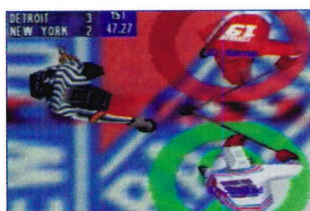
ay '98



A shot agonisingly ricochets back off the post



Detroit opens the scoring in a dramatic penalty shootout



The referee gets ready to drop the puck for the Face Off



The puck leaves a trail as it moves to help you see it

The N64 Pro Team:



Lex is the king of assists, with an eye for goal to boot



Jim makes an ideal keeper cos he can't stay on his feet



Though greedy, Noely's pace and finishing terrify defenses



Couldn't score in a brothel, so the Bread Boy stays back



What he lacks in speed Steve makes up for in craft and guile



Lewis is Mr Safe - fans love his defensive displays

and have a level of detail only previously seen in the superbly presented Madden 64.

Thankfully, the main plus points of NHL Breakaway go beyond the cosmetic surface. Where the game really excels is out on the ice amongst the real action. The controls are easily picked up. The A button is used to pass, and B to shoot while the camera buttons operate your Turbo, selects the nearest player, and performs a charge or check into your opponent.

Breaking the jaw, breaking the jaw

NHL Breakaway '98 utilises a feature which it refers to as a Momentum Based Checking System. Your ability to check (or slam into and steal the puck from) an opponent, is determined by various factors. These include the player's own individual checking skill, as well as their weight, speed and momentum (it's a useful tactic to turbo just before an attempted check for maximum slamming effect), and obviously the accuracy and timing of the attempted check.

The game's physics appear to be 'spot on' as

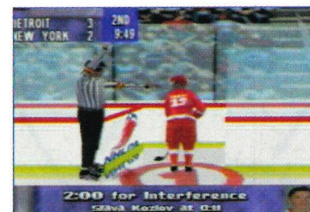
the skaters glide smoothly around the ice with an effortless ease. The analogue stick provides a superb amount of control over your skating (as well as your shooting), easing it from left to right allows subtle changes of direction to evade opponents while more pronounced movements allow for much tighter turns. However, attempt to turn too sharply while attacking and you'll lose your momentum and slow down leaving you vulnerable to a check from an opponent charging in on you.

Because Acclaim seem to have concentrated on realism in NHL Breakaway don't expect to just pick up the game and start scoring a hat full of goals right away. The keepers are set at a fairly competent level initially (though this, like most parts of the game, can be altered) and during your first few games you'll undoubtedly struggle to score with any regularity (or if you're anything like me, barely at all). One-on-one's generally consist of you hammering up the ice and taking a shot, only for the keeper to beat your shot away. Once you get used to it though you'll be able to feint the goalie one way while you coolly slot the puck into the net (well I've seen enough people do it to my goalie).

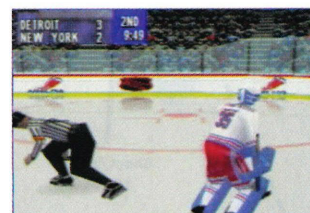
Where NHL Breakaway scores over Wayne Gretzky is in its realism. All of the official NHL teams from the 1996-1997 season are included. There's a breakdown of the statistics of each player that covers playing skills as well as weight and height, with factors such as player size, aggression, and endurance deciding how well each player will perform on the ice. Unlike the oversized players in Wayne



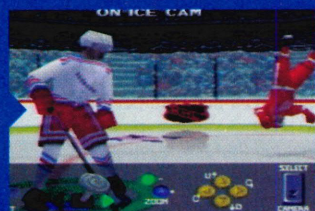
New York go a man down as they're penalised for holding



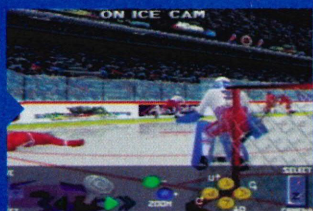
The referee orders another player into the sin-bin



Check out the intricate detail on both players and referee

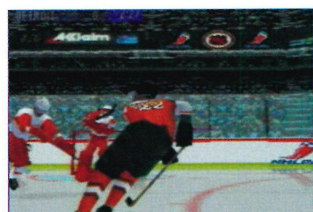


4 Check the ref's not watching

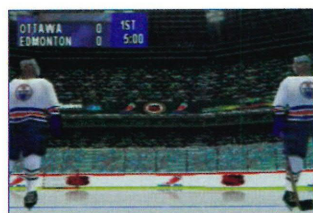


5 Skate off as if nothing happened

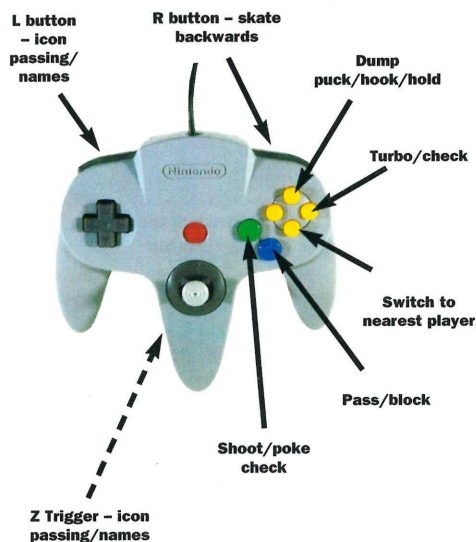
NHL Breakaway '98



The Philadelphia attacker bears down on the Detroit goal



The players stand in respect to their National Anthem



▶ Gretzky, here they are smaller (though still highly detailed) and that adds to the realism.

Within Breakaway there is a rather nicely implemented Total Team Management System. You are given points, which can be used to employ non playing staff, such as coaching staff, who help to improve individual as well as team development, and there are physios to work on injuries and therapies.

And if that's not enough, how about this for realism? One of the most unique features of Breakaway is that it allows you to create your own players and assign them to a particular team. You create your player, assign him a number and playing position and then enter personal information such as his name, DOB, birthplace, height, weight etc. Then you are given a pool of points from which you must

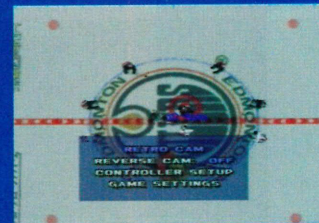
allocate points to one of several player attributes such as speed, acceleration, shot accuracy, shot power, passing, def and off awareness.

Once you've done that you can put your newly created super player into a team of your choosing or simply denote them as a free agent to be employed and used by anyone requiring their services. But best of all, and a feature that's bound to appeal to most gamers, is the fact that your newly created player even appears on the ice with his actual name emblazoned on the back of his jersey. So now you really can become the star of the show.

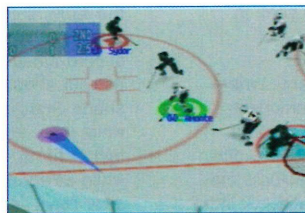
Like shite off the stick

If all of this realism is a little bit too much for you it's possible to change the game mode from simulation to arcade. In this mode the action is faster and rules such as icing, offsides and two line passes are turned off, making the

Some of the views available to players. The Lo Cam or Medium Cam are probably the best of the bunch. Not forgetting of course the Side Cam, Retro Cam and our favourite, the Jenny Cam



Dallas go on the attack with Chicago defending a slim lead



The keeper repels another threatening Dallas attack

action much more high tempo. Not that the game is a slouch in the default simulation mode. In fact the action is always fast and frantic in whichever mode you choose, leaving you with little time to settle in possession before you are checked and lose the puck again. As a result, games of NHL Breakaway are end to end stuff with barely a chance to catch your breath.

Speaking of being out of breath, each of your players are subject to fatigue (to a greater or lesser degree depending on their endurance level) which unless they are substituted will make skaters noticeably slower, their shots weaker and their checking far less effective. Frequent line changes will help avoid this problem and initially it's worth setting the line changes to automatic to allow you to concentrate on the difficult task of actually controlling your players.

However, once you're accustomed to the controls it's worth attempting line changes yourself to avoid those hair-pulling times when an automatic change occurs right in the middle of a threatening attack on your goal.

Aah... the crack of bone on ice

The sound is particularly worthy of a mention. It is excellent and fully in keeping with the atmosphere of the game. The sound effects are detailed and crystal clear, letting you hear each and every clash and smash (whether it be stick on stick, shoulder on shoulder, or even knuckles on head). The game also boasts, as you would expect, all manner of action sensitive crowd reactions, such as oohs and aahs, as the action heats up. And not forgetting the trademark organ sounds that are part and parcel of ice hockey games.

In fact you may rest assured that any features I've not mentioned that you'd normally find in most decent ice hockey games are in there. There are all the sin bin worthy penalties and fouls that you'll find yourself committing in a cynical attempt to stop a sure fire

N64 Score

STAMP OF APPROVAL

NHL Breakaway '98 may seem (at first glance) like just another nice looking but average ice hockey game, floating in the frosty sea among the flotsam and jetsam of humdrum sports sims. However, its looks, speed and superb animation are just the tip of the iceberg. What lies beneath the surface is a game that has a stackload of options, some terrific computer controlled AI and a wonderful sense of realism. In addition, it has a relentlessly fast pace but requires lots of skill, and basically masses of playability. This game relegates the highly playable Wayne Gretzky to the bench, consigns the money spinning rehashes of Wayne Gretzky '98 and the forthcoming Olympic Hockey to the sin bin for blatant and malicious laziness. Put quite simply, NHL Breakaway '98 is the best ice hockey game I have ever played. **NOELY**

- **ALEX** Excellent. Realistic, accurate and playable, Breakaway charges Wayne Gretzky Hockey into the boards without getting sin binned. Although it's nice and quick, you won't spend hours wondering where the puck is
- **STEVE** Easily the best N64 Hockey game to date, and one of the most playable I've come across on any format. I still like Wayne Gretzky a lot, but as far as simulation goes NHL Breakaway certainly rules the roost
- **MARK** I'm not the world's biggest fan of ice hockey, but this really grabbed my attention. It's fast and furious sports action that is great fun in both single and multi player mode. This gives Wayne Gretzky a bloody nose
- **READER REVIEW** I found this more difficult to get into than Wayne Gretzky but the more you play this game the better it gets. I love the way you can edit your own players **Paul Jolleys. Liverpool**

GRAPHICS



GAMEPLAY



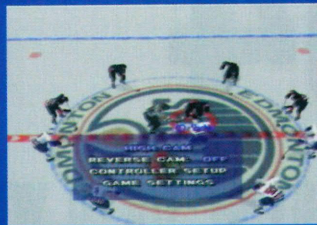
SOUND



LASTABILITY



90%



goalscoring attack; the occasional one-on-one bouts of fisticuffs that ensue as the action heats up and tempers get decidedly frayed. In fact there's everything that captures the atmosphere of the sport.

NFL QB Club '98, despite not being as good as Madden 64, still outsold EA's title three to one in the US and showed that Acclaim were ready to tackle EA's virtual monopoly of sport simulation games head on. NHL Breakaway '98 underlines that fact by throwing down the gauntlet again (or in this case hockey glove). This time they've taken the brave step of challenging the excellent Wayne Gretzky from Midway and have succeeded. This may not have some of the razzmattazz of Wayne Gretzky, but in almost every other department this wins what is a close contest. Even the inevitable EA ice hockey game will have its work cut out for it because NHL Breakaway is a brilliant representation of an excellent sport. Not since I first played NHL on the MegaDrive have I enjoyed playing ice hockey this much. Top Stuff ●

SCHEDULE						
Sun	Mon	Tue	Wed	Thu	Fri	Sat
1	2	3	4	5	6	7
8	9	10	11	12	13	14
15	16	17	18	19	20	21
22	23	24	25	26	27	28
29	30	31				

This is the schedule for the punishing NHL season



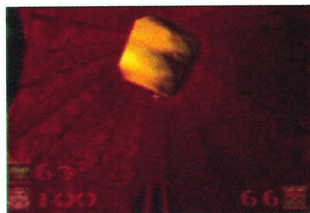
Quake 64

Quake hits N64. Is it a blast or have we been gibbed?

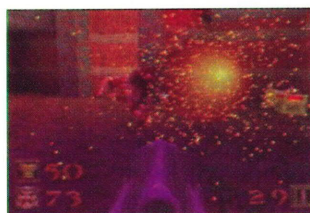
Tired of hearing PC owners raving on about how good Quake is? Well now you too can accept 'Ronnie's shaft', ride 'Johnson's rocket' and eat 'Cunny's Pineapple' as Quake shakes the N64



Some zombies lie in wait. They're about to eat pineapple



The ability to look up and down is crucial to playing Quake



This pic shows the wonderful lighting effects on the rockets

QUAKE IS A GAME THAT almost everyone has heard of even if they haven't actually played it. My own introduction to Quake was somewhat of a baptism of fire. When I joined IDG on PC Home, playing the game is considered a job requirement (literally, I was asked in my interview whether I'd ever played Quake). I subsequently left PC Home to help launch this infinitely superior games mag (no offence intended Home boys – not much anyway).

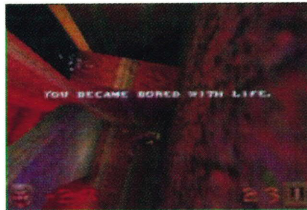
It's ironic then that six months or so after hanging up my Quake spurs I find myself reviewing the game again on the N64. I felt that I was the best man for the job though. You see it's impossible to truly understand the phenomenon that is Quake until you've actually played it. Or more accurately, until you've actually played it for long enough to get to grips with it.

Most people have a bit of a play around with the game expecting it to be just like Doom, but then realise that they're expected to run, jump, shoot, strafe and look around all at the same time. Not long afterwards most people give up in disgust complaining that it's too bloody hard.

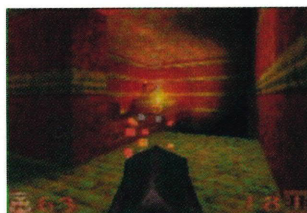
A quick one-on-one with both Steve and Alex confirmed this as both of them reluctantly picked up the controllers to play me, only for each to subsequently dump them, muttering about it being rubbish, uncontrollable, too hard etc (or *shite when your opponent knows every pixel of the play area like the back of his hand* – Alex).

On shaky ground

For those who may never have played Quake I suppose I should give you a bit of background regarding its development and plot (what there is of a plot). The game was created by ID software, the people responsible for Doom and



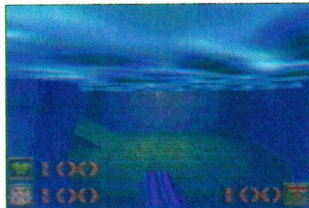
Chances are you'll see this message quite a few times



There's an Ogre atop that ledge. Well there used to be



Just one of the many secret areas to be found in Quake



The blue hue beneath the water is one of many improvements



You'll find you like the fiend more once it's dead



A grenade is the surest way to despatch these zombies

Doom II, and takes the '3D first-person perspective' shooter or 'run around a maze collecting weapons and killing enemies' style game onto a whole different plane.

The wonderful multi player aspect of Quake was crucial to the game's success, as was the ability to look (and therefore fire) up and down which added to the game's complexity and depth. The plot was the usual tenuous nonsense about saving the world etc blah blah, but such trivialities mattered little, and certainly weren't enough to prevent Quake on the PC from becoming a gaming phenomenon and a title that really is befitting of the often misused phrase 'true classic'.

This is a magnitude 7 event

One of the best features of Quake is the range of weapons available and their different effects. You begin the game with a simple single barrelled shotgun and a large meaty axe (for the odd hand-to-hand melee should you find yourself running out of ammo). As you progress, you gain a double barrelled shotgun, a nail gun, super nail gun,

grenade launcher, lightning gun and the piece de resistance, the awesome rocket launcher.

But the different weapons aren't just included for cosmetic reasons. Not only are the weapons listed above progressively more powerful, but each one has a markedly different function. The formidable rocket for example is the ranged weapon of choice for most Quake players with its awesome speed and formidably destructive power. Hit an opponent smack bang on target and watch with amusement as they are either catapulted in the air from the force of your blast, or else are 'gibbed' (blown apart in a horrible mess of guts and giblets).

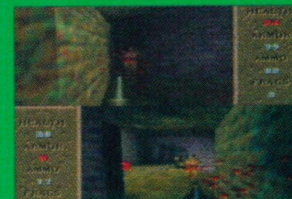
However, while the rocket may well be the 'monster' of your arsenal, you'll need to use the other weapons on occasion. Using the grenade launcher effectively, with its grenades that fire in an arc and detonate on impact, takes a little getting used to, but once mastered it's a cunning weapon. The lightning gun for example makes an extremely fearsome weapon at close range (though you can't use it while underwater unless you

Deathmatch Rocks

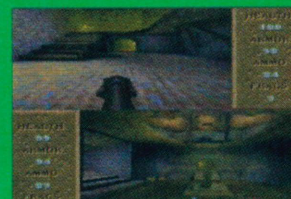
As good as Quake's single player mode is, it's in multi player mode that Quake really comes into its own. Although only allowing two players at once, this is where the best blasting fun is to be had



Player 1 lets off a warning shot. Player 2 better duck



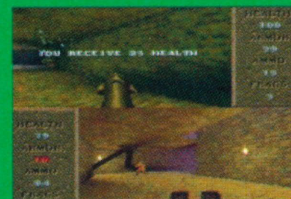
A bloody shotgun battle to the death ensues



Player 1 settles down and prepares to pitch camp



It's wise to keep your armour level high at all times



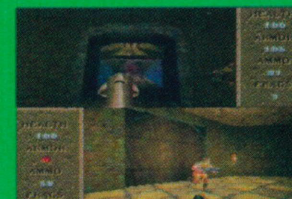
His rocket makes player 1 the favourite in this battle



Look out you fool. You're about to ride his rocket



Player 2 gets himself gibbed in a very messy manner



Player 2 meets his enemy armed with just a shotgun



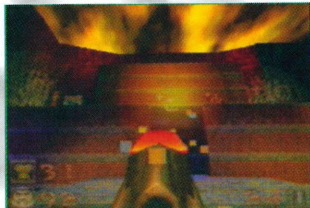
One Fiend is scary enough, two of them is a nightmare



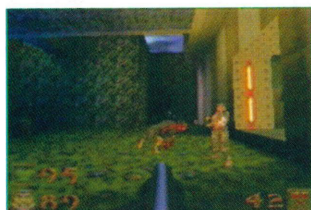
I've been slaughtered and the Fiend shuffles off triumphantly

Review

Quake 64



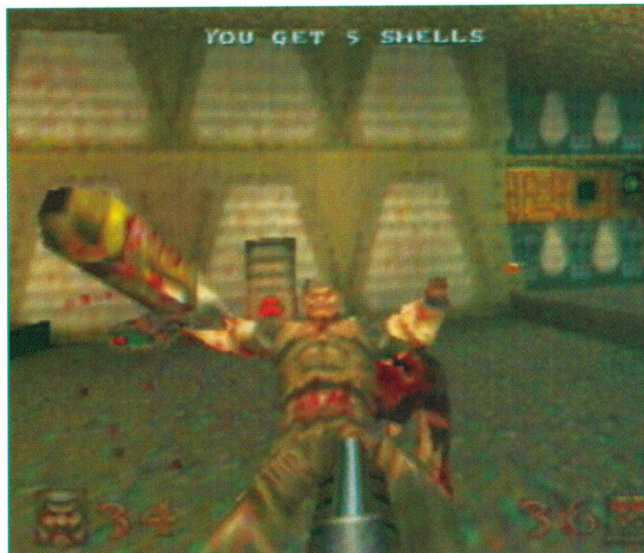
There's a Fiend atop this keep. You can shoot him from here



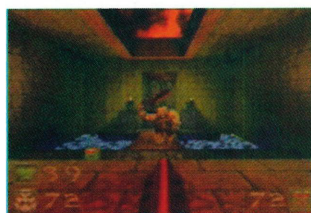
You can lure the enemy so that they fight one another



This is the ridiculously named Cthulhu. He's huuuuuuuge!



Check out the blue lighting on the shotgun barrel



You'll want more than a shotgun to tackle the Ogre

► fancy frying yourself as well as your enemies). Then there's the super nail gun with its rapid fire (again useful up close) and so on and so forth. What's so good about Quake is that there's usually a weapon for every occasion and the best players will need to learn the strengths and weaknesses of each in order to gain true mastery of the game.

In the single player mode Quake 64 is an extremely impressive and atmospheric game. You begin with just a shotgun and axe and must make your way through the game's 30 dark and foreboding levels shooting all manner of foul monsters that stand between you and the exit to each level. The levels are all dark and ominous looking, though occasionally perhaps a little too dark. However, in the main the dim light adds to the menacing atmosphere of the game as indeed do the scary sound effects and the eerie background sounds of wailing and moaning (the latter having been added in Quake 64).

The action again follows the standard procedure in these games. Collect weapons and ammo to attack the enemy, health and armour the former to

heal and the latter to protect yourself, as well as locating keys and switches to open doors, hidden levels and secret areas. The levels are littered with enemies though it has to be said that those familiar with Doom's teeming monster filled mazes will find Quake's levels sparsely littered by comparison. With Quake's monsters made from 'processing heavy' polygons, the sacrifice to pay is less onscreen enemies at any given time than in Doom with its sprite-based enemies, or even GoldenEye for that matter. But don't let that put you off unduly though. Despite the lower number of monsters, the single player mode in Quake is an extremely tough prospect and one which most players will struggle to tackle even on the normal difficulty setting.

So far so good then I thought as I blasted through the first couple of levels. The graphics are not only as good as Quake on the PC, but better with improved lighting effects similar to those in 3DFX versions of GL Quake (though in a slightly lower resolution). These effects include light sourcing for example on rockets that lights up the nearby walls as they hurtle towards your opponent. Also, Quake 64 includes a much better colour palette with vivid blue and red hues a refreshing change from the over reliance on brown in all the PC levels.

Atmospheric pressure

Quake 64 also has some decidedly eerie atmospheric music and impressive sound effects with some of the weapons sounding beefier than their PC counterparts. The physics are extremely



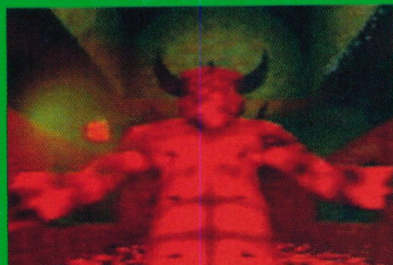
Shooting those switches seemed a good idea at the time.



Quaking in your boots!!!

From the moment you are dropped into the first level of Quake to wander the dark, dank corridors of the levels, you can literally breathe in the atmosphere. The fetid, rank stench of fear fills the air as you tread apprehensively around each corner and all the time

there's the sound of wailing and moaning that warns of further danger from yet more monstrous enemies. And because we wouldn't want to send you out there without adequate warning, here's our bestiary of some of the foes you can expect to meet



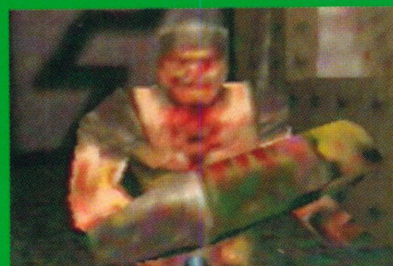
The mighty Chthon. Use heavy weapons and lateral thinking to dispose of him



The Death Knight is a more fearsome version of the Knight that fires missiles



The Fiend is a fearsome opponent. Lightning fast with razor sharp talons



Grunts make good target practice being the weakest foes in the game



Ogres attack with grenades at long range and a chainsaw when close in



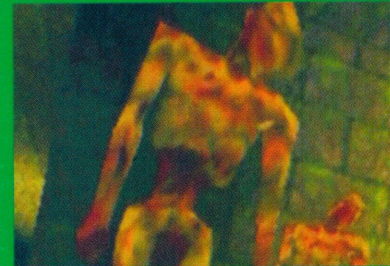
Beware the savage fangs of the Rottweiler as it leaps to attack you



The Scraggs lurk in shadowy nooks and corners then pounce from above



When not throwing lightning bolts at you, the Shambler claws you to death



These Zombies throw decaying limbs at you. Stop them with grenades or rockets

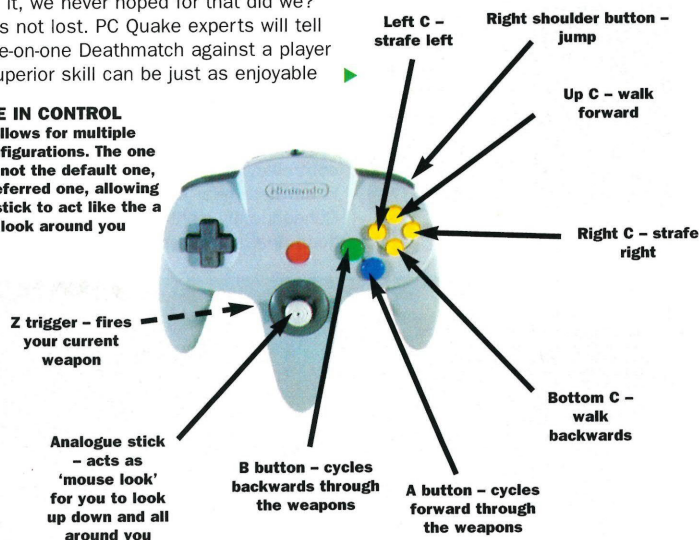
realistic, with all the weapons working as they do in the original, and all the levels (that remain) are as accurate as I remember them on the PC. In fact, the added sounds and lighting effects help to improve the eerie atmosphere and overall mood of the game. In short I was very impressed with Quake 64, especially after hearing about all the difficulties that were involved in porting the game over to a console.

The main problem with this version though is in the multi player mode. Firstly, it only allows for a two player game, so for those of you who've been sampling the delights of four player GoldenEye I'm afraid two of your buddies are going to have to sit

back and wait their turn. And because it's only two player, it's never going to be able to come close to PC games of Quake with up to 16 players involved in frantic deathmatches when played over a LAN. But let's face it, we never hoped for that did we? However, all is not lost. PC Quake experts will tell you that a one-on-one Deathmatch against a player of equal or superior skill can be just as enjoyable

YOU ARE IN CONTROL

Quake 64 allows for multiple controller configurations. The one listed here is not the default one, but it's my preferred one, allowing the analogue stick to act like the a mouse to look around you



But oh no. Look what I've released. A fearsome Fiend



Review

Quake 64



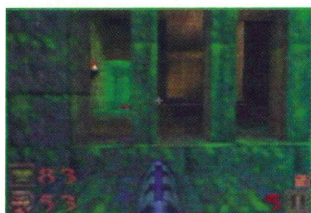
I've fallen off the platform so now it's time to go paddling



This Ogre is oblivious to my presence. Come to Momma



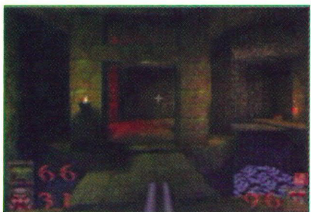
This Ogre is about to meet his death by eating my pineapple



No all brown levels here. Quake 64 features vivid colours



Oh dear. I'm dead on my feet and I've run into an Ogre



Damn. There's no-one here to shoot with my sawn-off

► as huge multi player games and certainly the former is one of the tests of Quake expertise.

But the area that always lets down console versions of first-person blasters, and Quake 64 is no different, is the split screen mode. The two player game is split so that you can see exactly what your opponent is doing at any given time. Now okay, you might say that you needn't look, however, the fact is that it's "all too tempting" and impossible to police. So you just have to accept it, (unless you follow Ronnie Stenches 'A new way to play GoldenEye' Cheat Zone on page 56).

While this doesn't have some of GoldenEye's best features, in some ways it does beat Rare's title. Firstly, the multi player levels in Quake (you can play any one of the Deathmatch levels DM1 – DM7) with their variation, complexity of design and realistic architecture, are far superior to the comparatively bland levels in GoldenEye. Also (just like in PC Quake), your character is able to run and jump, a feature that was notable by its absence in Bond's N64 repertoire of moves. Quake was criticised on the PC for how slowly you moved around compared to the speed of Doom, but even Quake makes Bond's plodding gait look positively sluggish by comparison.

A sensitive fault line

However, closer scrutiny shows that Quake 64 isn't quite as accurate a conversion of the PC original as I first suspected. The sensitivity of the controller, for example, even when turned up fully is nowhere near as sensitive as a mouse. Consequently, control over where you look is a good deal slower, making spinning around to face

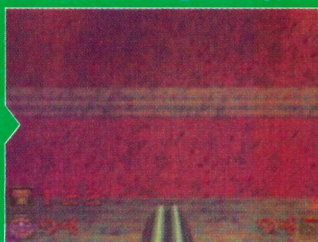
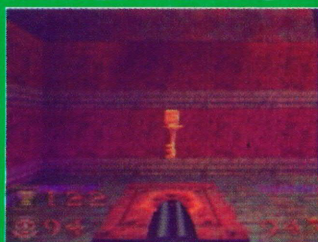
in a different direction a tad sluggish. Rocket jumping too is trickier, again because of the lack of sensitivity of the controller. But I'm perhaps being a tad picky here since only the most experienced players are likely to notice the difference.

On the other hand, a far more glaring omission is the fact that a number of levels appear to be missing from Quake 64 that were present in the original PC version. The loss of the secret level Ziggurat Vertigo in Chapter 1 is perhaps understandable given the strange gravity free physics of that level and consequently the amount of polygons that need to be shifted around at high speed. But where's the E1M4 Map (or Grizzly Grotto as it's more correctly known as? I can only guess that they couldn't fit all the maps onto the cartridge. However, the lack of a two player co-operative mode for which the two player split screen setup would have been ideal is also a real pity and a more regrettable absence.

Quake 64 will inevitably be judged against the likes of GoldenEye and Duke 64. As such the lack of a three or four player multi player mode, as seen in GoldenEye and Duke 64, puts Quake 64 at a disadvantage straight away. It would be a shame though, if Quake's multi player mode was dismissed purely for this reason. Two player games of Quake 64 are infinitely more playable than either GoldenEye or Duke in two player mode.

One-on-one games of Quake are brilliant fun and will have two players of similar skill battling away for hours (despite the fact that you can see where your opponent is). And the reason for this

All that glitters is not gold (even when it's a gold key). You'll need to keep your wits about you because in Quake 64





is that the multi player levels in Quake ultimately have far more depth than those in GoldenEye. Quake's multi player levels are fiendishly well designed, with greater variation, more complexity, accurate physics and realistic architecture. GoldenEye multi player levels in comparison have bland level designs, more linear architecture (ie you can't walk or jump off a platform to levels below), and slow plodding players. However, while it beats GoldenEye hands down in the multi player level design department, it's a shame that only two people can ever take advantage of it.

Geologic shock treatment

I'm struggling to come up with a fair and reasonable mark for Quake 64, admittedly given the limitations of a console machine and the N64's lack of a link-up option, this is a good a conversion as anyone could have expected. However, the one player game, though good, was always the weakest part of Quake and so doesn't have the power to trouble GoldenEye's single player mode. And because the bulk of the enjoyment in Quake is to be found in multi player network games, the overall appeal and longevity of the game is lessened. Put it this way, the PC Home team, even now nearly two years after the original Quake was released, still turn the office air blue at lunchtimes with cries of 'You camping little shit', 'Who the feck's Quad?' and 'You greedy bast' as they play Quake. The N64 Pro team will not be doing the same. In short, Quake 64 is ultimately a more lightweight title once stripped of the multi player bulk that made it such a heavyweight champion on the PC ●

N64 Score

ALTHOUGH QUAKE'S conversion to the N64 is an admirable one (perhaps the best we could have hoped for), much of what made the game such a classic on the PC has been lost in the transition. Quake 64 is still an excellent looking, dark, moody and atmospheric game and an enjoyable and challenging 3D perspective blast. It's just that without its multi player options, Quake 64 is not the classic it was on the PC. Despite a brilliant two player mode, the omission of a three or four player, or even a two player co-operative mode is frustrating. The real clincher though is that Quake's single player mode (always the weakest aspect of Quake) is simply not as good as the brilliant GoldenEye. Even so, this is still a fine conversion of a great game and one that you should strongly consider adding to your collection. **NOELY**

● **ALEX** All the N64 3D search and destroyers have been disappointing so far, with the exception of GoldenEye 007 and now Quake 64. Not brilliant, but a torch-bearer for publishers who want to get on the first person bandwagon

● **STEVE** In single player terms, GoldenEye is still the best first person shooter, but if you're after multi player then Quake probably just about shades it. I never liked it though, and I've seen nothing to change my mind here

● **MARK** This is a big disappointment to me. The one player game isn't really up to scratch and although the two player is quite good, it's still nowhere near as good as GoldenEye. To be honest, I even think Duke Nukem's a better game

● **READER REVIEW** I'd been saving my pennies to buy a PC. But now my favourite office game has appeared on my favourite console and it's brilliant stuff. Sod the PC! **Andrew Owen, St Helens**

GRAPHICS



GAMEPLAY



SOUND

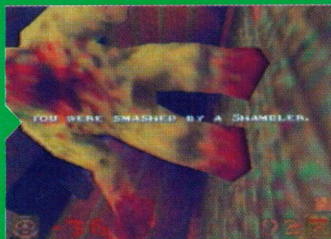


LASTABILITY



88%

death awaits you around each and every corner



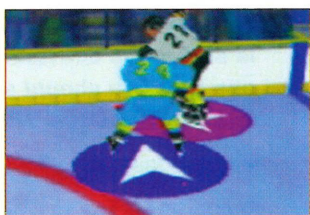
Olympic Hockey

Wayne Gretzky goes for the hat trick

We're considering doing a regular feature on Wayne Gretzky's hockey as a new version seems to appear every issue. It's a good job it's a good game is all we can say, but will it be third time lucky



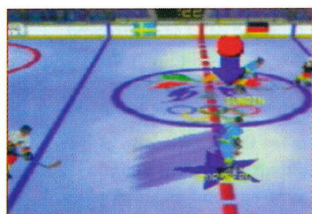
Check out Stench and his ridiculous acid references



Giz the puck ya bast' or I'll shove this stick right up your...



One of the USA players uses his turbo to get the puck away from the goal. But he won't be able to use it again for a while



Charging up the rink towards the goal with deadly intent



THINK ABOUT the olympic games, a worldwide sporting event emphasising competition, fair play and peace

between nations. What sport is more fitting to this noble idea than ice hockey, a game played by deranged psychopathic killers.

Ice hockey is a remarkably simple game, you get suited up in padded armour, wear ice skates and grab hold of a large wooden stick. The stick is used to trip up other players, smash them against the wall of the ice rink and generally beat them around the head until you win possession of the puck. At this point you discover the sticks second use, that of actually hitting the puck around and hopefully past the goalkeeper (who incidentally is usually armed like a tank and built like a brick shithouse.)

Give 'em some stick

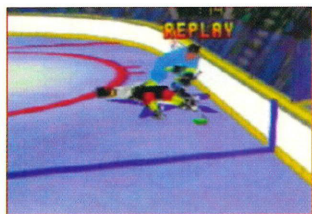
So before the Nagano winter olympics fade into memory Midway are going to release another version of Wayne Gretzky's 3D hockey, this time with all the up to date olympic teams. Now we've already had two versions of Wayne Gretzky's so to see a third version of this popular sports game appear is a bit much really. Anyway I'm not going to go on about Midway cashing in on popular game, but I'll warn you now that this



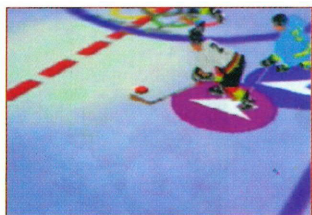
The disco lights flash after Germany score a winning goal



The neon players are extras from the X-Files



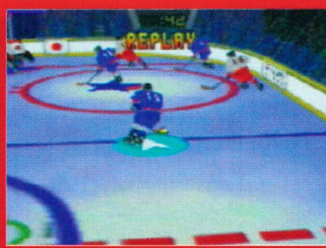
Flatten the bast' and steal the puck. That's the way to do it



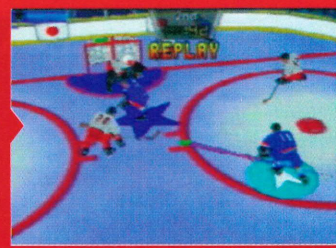
You can see the beginnings of a trip taking place here

is Wayne Gretzky's 3D hockey with different teams so don't bother buying the same game twice (or even three times). That gripe apart this is still the great game it always was. You have two different modes, arcade and simulation. The arcade mode plays at 100 mph and is great fun. You play on a smaller rink with less players which allows you for a quick five minutes to recreate the fast paced and violent nature of the sport in your living room.

Gooooaaaaal!!!



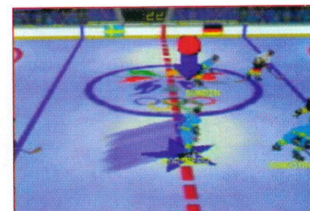
I sweep down the ice rink dodging the opponents dirty tactics



Another member of my team sweeps to the left, past the goalie



Nagano '98



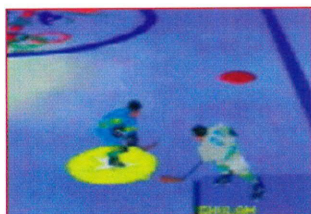
That arrow shows you where the puck is hiding



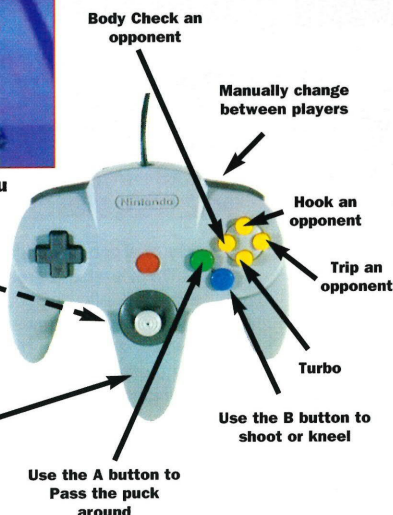
Although the rink looks small there's enough room to hide



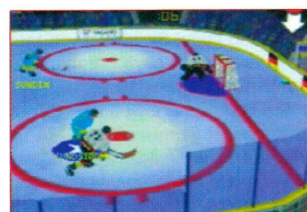
Another foul ready to occur as a stick looms dangerously



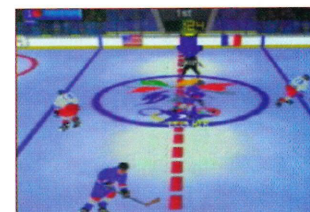
Come and have a go if you think you're hard enough



The face off. The ref drops the puck and you have to try and knock it to your team. Failing that you can just foul the opponent



The puck is right at the end of the rink. The race is on



The player you control has a blue star underneath

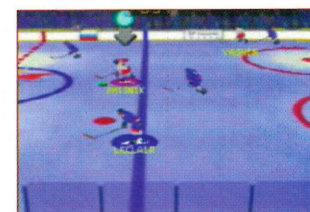
Every so often one of the players loses his rag and starts a fight, off come the gloves and you get to play a mini beat'em-up with one player ending up on the deck. The ref largely turns a blind eye to all of this, but every so often a player will get sent to the sin bin to calm down. In football you'd get a yearly ban, in ice hockey you get sent off for a minute before enthusiastically charging back onto

the rink ready for some more fisticuffs.

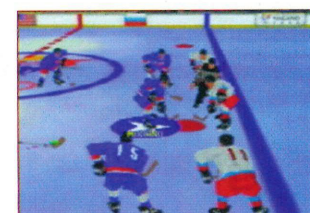
The arcade option comes complete with exploding nets and other reality defying moments, but if you are looking for a more realistic recreation of ice hockey then you can switch to the simulation mode. Here you have the correct number of players and play on a more realistically sized ice rink.

Get the puck out of here

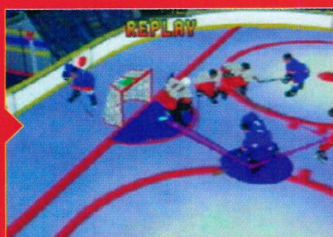
The game is still quite hectic but if you don't want to get a thorough hiding from the computer you'll have to use a bit of skill and judgement. On the arcade mode you can swoosh through the opponents and knock the puck past the goalie. Not so on the sim mode, you have to pass the puck around and work your way through to the net and then get it past the proverbial brick outhouse. The best thing is to start with the arcade mode and work your way



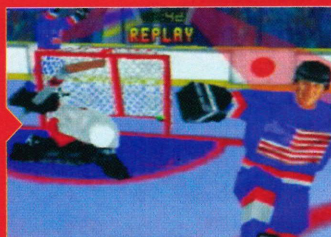
Flying down the rink without an defender in sight



Right, all line up and we'll charge the bast@%£\$



I chance a pass and immediately whack the puck straight at the goal



For all his bulk, the goalie is outclassed and the puck flies in

Olympic Hockey Nagano

Strip tease!!!

There are fourteen countries that take part in Olympic Hockey Nagano '98 and each one wants gold. They all have different strips and wear the colours of their country with pride. Here they are in all their glory.



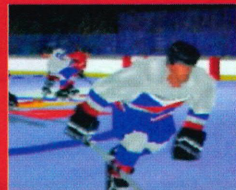
Austria



Belarus



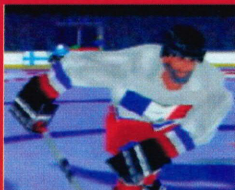
Canada



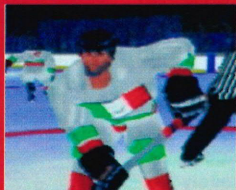
Czech Rep.



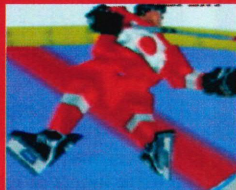
Finland



France



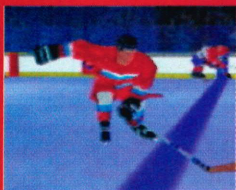
Italy



Japan



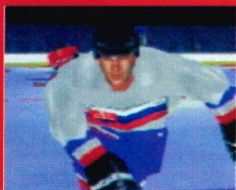
Kazakhstan



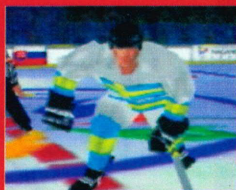
Russia



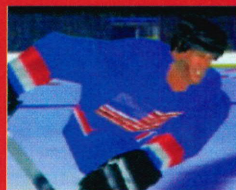
Germany



Slovakia



Sweden



U.S.A.



There's a bit of a ruckus kicking off down at the bottom

► into the game before tackling the simulation mode and going for gold. Even then the arcade mode is great to have around for a quick game with your mates.

The controls are well thought out and as with other sports games on the N64 the precision offered by the analogue controller works wonders, allowing you a superb level of control that you won't see on other consoles. All the buttons are well placed and you ease into play without a hitch. All the dirty plays are available at the press of a button so there's no complications to get in your

way of a good dirty game of ice hockey.

There's also a great amount of options available, allowing you to customise the game to your own preferences. I decided that manually switching between players (the default option) was too much hassle and switched over to automatic changing.

Rinky Dinky Doo

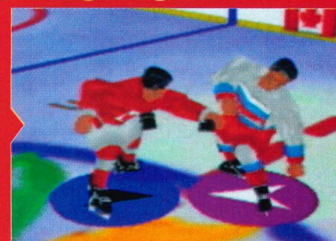
You can also choose whether or not you want penalties, how good the CPU opponent is and you can even switch the fights off if you want but to be

honest it's more fun if you leave them on. One to four players can play with two players playing on each side. If you do buy OHN98 then this option has to be tried just for the frenzied gameplay and comic arguments. Then again, it may not be a good idea to try this with your friends, as the virtual fighting in the game has a nasty habit of breaking out into real life.



Just one question. Where the hell is Kazakhstan?

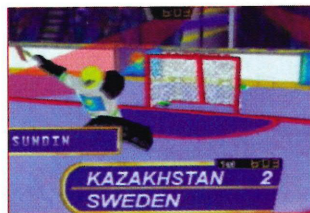
The rumble: The Candian loses his rag and grabs the Russian. A



'98



The goalie has the puck and is trying to get it far away



He may look like he's happy but he's about to cry in despair

In his original review of Wayne Gretzky's Steve said that it was difficult to see a more complete ice hockey game coming out in the future. Well, beating Wayne Gretzky's was a challenge but it has been done. Most of us at N64 Pro reckon NHL Breakaway is a much better game, which is why it got a stamp of approval. But that doesn't stop Olympic Hockey Nagano 98 from being a good game and it does have the Olympic license. So if you have an urge to get a gold medal in organised violence you could do much worse than this ●

couple of slaps later and he's on the floor and they restart



N64 Score

I HAVE A distinct sense of deja vu, it's as though I've been here somewhere before. That's it, this is Wayne Gretzky's 3D hockey or maybe even Wayne Gretzky's '98 with an Olympic license, so if you already own one of those two don't bother getting this. But as far as sports simulations games go this is still great stuff. All the thrills and spills of ice hockey are lovingly recreated and the result is a fast paced and action packed sports simulations. The arcade mode offers a great introduction to smashing the other players around and the simulation mode is deep and offers a long term challenge. It still looks good, but has recently been bettered by the excellent NHL Breakaway which plays better, looks a bit nicer and has a lot more features. So I can't really recommend this, which is a shame because I thoroughly enjoy playing it. **MARK**

● **ALEX** If I hadn't already played the fantastic NHL Breakaway I wouldn't have had any qualms about recommending this. It's just a shame it's come along at exactly the same time as Acclaim's best sports sim

● **STEVE** It's the same as Gretzky but I don't care, because I'm a fan. If you don't already have Gretzky, then basically buy whichever cart is the cheapest. You won't regret it - it's arcade-like in nature, but the 'tenders' AI is just right

● **NOELY** Come on Midway, enough is enough. Wayne Gretzky wasn't a bad game but how many times are N64 owners expected to fork out money for old rope? Especially since the release of Acclaim's superior NHL Breakaway '98

● **READER REVIEW** I never played Wayne Gretzky's so this is still new to me. I thought it was great fun, especially with all the fouling. This one gets a big thumbs up
MATT SPENCER, STOCKPORT

GRAPHICS



GAMEPLAY



SOUND



LASTABILITY



84%

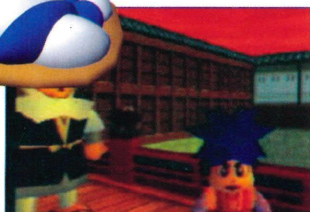
Mystical Ninja

Mystical Ninja. Insanely addictive or just plain daft?

Noel attempts to review *Mystical Ninja* on the N64 without using the words, 'bizarre' or 'strange' once. He fails quite miserably



It's no wonder Goemon's adventures are so trippy. Have you seen the size of the pipe he smokes? And let's face it. Would you wear such girly sandals if you weren't absolutely stoned?



This guy won't let you pass. However he has an achilles



MYSTICAL Ninja 64 was always bound to be a little bit different. But then it does come from a family with a long history of strangeness. Daddy Mystical Ninja was the first title to be considered a little odd when he appeared on the SNES. Though revered in its own community, its popularity in this country was somewhat mixed. Few would set aside their prejudice about Japanese text for long enough to discover what was an extremely pleasant and enjoyable game beneath. Though this first title was translated into English, it was generally deemed unsuitable for Western palettes.

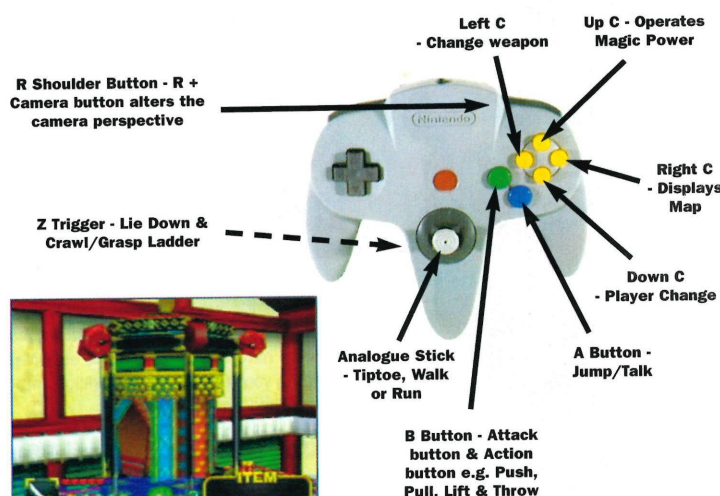
For a time it was touch and go whether *Mystical Ninja 64* would ever reach our shores. But eventually Konami bowed to public pressure and have ensured that English speaking people will have the opportunity of experiencing Goemon's adventures for themselves, without having to wade through reams and reams of incomprehensible



Yae's blade makes light work of the baddies in this forest



(Starring Goemon)



This magical mystical box is waiting to take you away

Japanese text.

We've already had a look at the Japanese version and gave it up as bizarre and unfathomable. However, a few hours play of Goemon PAL and you realise that this incomprehensibility is not just a language problem. Even when you think you've seen just about every weird thing the game can throw at you, the next corner reveals an event so surreal that you'll either laugh out loud or slowly cover your face with the joypad in shame.



This fabulous cut scene introduces a huge Dragon



You must advance along this dragon avoiding any enemies



This bizarre boss is related to the oriental Dragon Dances

Anything goes

Look up the words 'bizarre' and 'surreal' in a dictionary and the definitions are likely to say 'see Mystical Ninja.' Fans of the series from its early days on the SNES will have some idea of what to expect from Goemon's N64 exploits. And that is 'ABSOLUTELY ANYTHING.' Take this new game's intro for example. It begins with your sidekick, Ebisumaru, having a chat with you whilst standing there stark naked. It appears that he has taken his clothes off in an attempt to charm a shopkeeper, and from this point onward it's obvious that you're about to play an extremely odd game. Confused? Oh you will be. So I'd better set about reviewing Mystical Ninja while I retain a degree of sanity.

I've lost count of the amount of times I've heard "those crazy Japanese" said in reference to bizarre Japanese developed games. Indeed, while playing Mystical Ninja those very same sentiments were voiced by onlookers on more than one occasion, with whispers of 'weird,' 'strange' and 'bizarre' floating around the office. That Mystical Ninja is all of these

things is indisputable. Any game that has you catching fish one minute, riding a huge dragon the next, and then piloting a Mech robot that's doing battle against a huge UFO shaped like a peach can have no complaints if it gets labelled as a little peculiar.

After an opening sequence which shows the mystery peach-shaped UFO invading your kingdom, you find yourself thrown into the action (or in this case nudged in the direction of the action). Rather bizarrely the action in Mystical Ninja begins very weakly. In fact, for the first half hour or so of playing the game, I found myself less than enthralled as I wandered around my home city talking to the residents.

Same hairstyle as Noely

To begin with Mystical Ninja looks as though it's taken the unimaginative move of attempting to be another Super Mario 64 clone. The action is viewed from an identical view, while the control system is virtually a replica of that used to control the famous plumber's 3D antics in Super Mario 64. Even the graphics suggest that this is going to be merely a feudal Japanese slant on the Super Mario 64 world. The early part of the game is set inside a city and sees you



It turns out that this guy was actually the dragon in disguise



These Kabuki masks will try and prevent your progress

Mystical Ninja (Starring Goemon)



Singalong-a-

Goemon

The sound and music are brilliantly over the top in places and just plain twee in others. I successfully drove half the office mad with the title song. "Ganbare so Ganbare.....da....da....da. Going Now!" So what exactly are they singing about?

*Fight on, Fight on
Never giving up
Let's start our journey
as we whistle along
Going now*

*We'll look at the sky
Peeping through the clouds
You can see, just how
big the sky really is
Even if the harsh winds
were to take you away
Live your life the way YOU want it
That is the destiny for many*

*Fight on, Fight on
There is more than one dream
If we reach for it hard
enough.....
TAKE A CHANCE!*

*Fight on, Fight on
Never giving up
Let's start our journey
as we whistle along
Going now*

wandering from one similar looking building to another very familiar building.

Most disappointing of all though is the outside environment, which initially looks bland, Spartan and repetitive and whose 3D environment mechanics are a little shoddy. This means that visually Mystical Ninja doesn't look as good as Super Mario 64. It's as though Konami have stretched themselves a little thin with the magnitude and scope of the game. There is frequent glitching as well as some marked slowdown at times. And even more frustrating are the camera angles.

The camera work of Lakitu in Super Mario 64, which frustrated many players, is positively Spielberg-like when compared to the camera in Mystical Ninja. The camera here plods around behind you, slowly following your character when really you want the camera to quickly snap here and there. This is especially frustrating when you're attempting a tricky jump or when you're attacked from behind.

Chitty Chatty Bland Bland

However, just as I was beginning to tire of Mystical Ninja, an old Wise Man's home was destroyed and the game took a surreal and imaginative twist. Suddenly, I was plucked out of the tediousness of talking to townsfolk and thrust straight into a huge mechanised robot and forced to battle against an equally enormous enemy Mech. Fans of the previous Mystical Ninja games (a series praised for its inventiveness and imagination) will be pleased to hear that the extra dimension of this 3D game has not been added at the expense of the imagination and inventiveness that was such a trademark of the series.

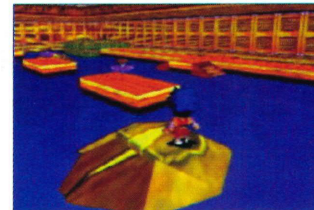
Much of the action sees you talking to people in towns in typical RPG style.



These Drum bashing enemies need a couple of hits to die



The first thing to impress me was this excellent mech fight



Ride these water beetles backs to cross the water

Chatting to them frequently uncovers clues as to where to go next, and when you're not conversing with people you'll be roaming the landscape bashing all manner of surreal toy-like enemies. Your major missions involve entering castles and dungeons to defeat the relevant boss and so progress on to the next stage.

This aspect of the game is very much like the action in Zelda on the SNES. You know the deal by now. Gain entry to a castle, then work your way through the fortress negotiating various enemies and fiendish puzzles before finally arriving at the Boss. Beat him to claim your prize and then it's off to the next castle. A Ninja's work is never done. Even the way you solve puzzles and negotiate your way through the castles is very reminiscent of Zelda. Goemon, for example, uses a Chain Pipe which by hooking it to far away objects he can use to pull himself across yawning chasms. Other nods at Zelda can be seen with torches which must be lit to open doors and so on and so forth.

One added element is the fact that in Mystical Ninja you actually control a party of people. You begin the game being able to switch between Goemon and



Your party of intrepid mystical adventurers are as follows.....



Ebisumaru - Chubby Pie Eater



Sasuke - Robotic bombs expert



The Kabuki War Mech uses wooden shields to trash you



Collect these Ryo to buy valuable items and food

Ebisumaru and later you find Yae (a green-haired Ninja chick who's rather handy with the old Katana) and Sasuke (a robot who's a wizard with explosives). Each of the characters have their own strengths and weaknesses and as you go through the game you'll need to switch between each of them to help you progress.

Roll out the barrel

But the major way in which Mystical Ninja departs from both Zelda and Mario 64 is in the inclusion of all manner of varied and bizarre, but generally entertaining, sub-games. One minute you're riding a dragon, or attempting to get past an obstinate guard by bowling a barrel at his legs, or else you're having a huge Mech fight. And so on and so on. As the game progresses you get more and more involved in the quests and as the bizarre storyline continues you become intrigued to learn what will happen next.

The fact that the Japanese import version of this game was dismissed as being too Japanese to play is almost indisputable. However, even this translated version cannot prevent Mystical Ninja from being essentially very, very Japanese. But that's no bad thing when 'very Japanese' in this case means strange and surreal, but also fun and astonishingly inventive. Other developers should take note. There's nothing wrong with creating a truly mad game as long as it gets up off the 'shrinks' couch for long enough to provide truly original and entertaining gameplay. After all, the boundary between madness and genius is a thin line indeed and Konami's game quite happily walks that tightrope ●



Our irrepressible hero is knee-deep in water..... and trouble



Reel the mech in then it's time for a spot of close-up fisticuffs



Yae - Green haired Ninja vixen



Goeman - Pipe wielding dude

N64 Score

INITIALLY, Mystical Ninja may have you nodding off to sleep, but like some bizarre Lewis Carroll-like surreal dream, this game creeps up on you and messes with your head. Bizarre, weird, inexplicable, eccentric and positively mad. Yes, Mystical Ninja is all of those things, but it is also extremely inventive, exciting, challenging, entertaining and downright fun. The inventiveness of this game surpasses even Mischief Makers. So if you're after an RPG with a real long-term challenge then seek out this cartridge. There aren't enough games for my liking that dare to be as unique, as creative and as downright off the wall as this is. Enter Mystical Ninja and you enter Konami's madhouse where you won't be in a hurry to leave. The game may be truly mad, but it's an insanely addictive dose of delirium that I reckon you'd be crazy to miss out on. **NOELY**

- **ALEX** However you dress up RPGs, there's no hiding the fact that this type of game is what gave gamers a bad name in the first place. That's not to say you shouldn't buy it. If you're friendless and wear an anorak for bed that is
 - **STEVE** Hated it. And I was really looking forward to it as well so it came as something of a disappointment. Far too difficult to get into and the script is quite frankly a long way short of being even B-movie standard I'm afraid
 - **MARK** A disappointing release. Like Steve I was looking forward to Geoman, but it's so boring I wish I'd never even bothered playing it. You spend far too much time wandering around talking gibberish. Must be why Noely likes it
 - **READER REVIEW** I don't understand why everyone except Noely didn't like this. The graphics are great with loads of cute characters and the game isn't boring at all
- SALLY FOSTER, MILTON KEYNES**

GRAPHICS



GAMEPLAY



SOUND



LASTABILITY



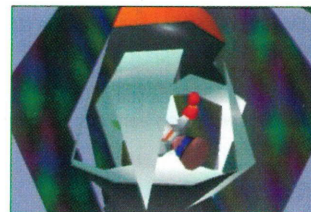
86%

Robotron 64

Get away from me, you dozy Grunt!



More callous than the Killing Game Show, trickier than Tron and more ahem... smashing than Smash TV



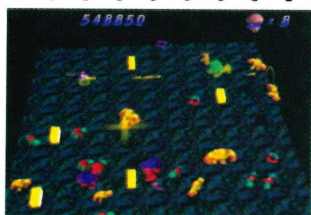
After completing 100 levels, your head goes for a spin



Not only do the brains tail you here, there's also a big spider



The Grunts are easy to avoid if you trace the edges



After three - Fat Grunts keep falling on my head...

T

HE FIRST N64 'update' of a classic arcade shoot'em-up is with us. When I was 15 I had a paper round. Bear with

me - this has great relevance to the review, I assure you. In the paper shop there were four video machines. One of them was Defender, one of them was Pleiads, one of them was Millipede and the other was Dig Dug (I think). I put my first ever week's wages with my pocket money to buy a ticket to see Spandau Ballet at Whitley Bay Ice Rink. The following week, Robotron 2084 replaced Dig Dug. The second time I got paid I put my entire wages into the Robotron machine. And the third time. And the fourth.

The only reason I didn't put all my wages into it on the fifth week was because I had become so good at it that each 10p lasted about half an hour and I was often the last person in the shop at



On completing a level, you get an extreme close-up of yourself

closing time. The newsagent turned the machine off mid-game on many occasions. I got my revenge, however, on Christmas Eve when, having already collected my Christmas tips and been paid for the week, I resigned. Fat frumpster newsagent was thus left to carry all the bulky festive supplements up Strawberry bank (the steepest slope in Sunderland) in the freezing cold himself.

Bitter Sweet Symphony

1982 was a halcyon year for entertainment. Robotron 2084 arrived, Blade Runner came out at the pictures and Duran Duran dominated the charts. 1998 boasts Boogie Nights, The Verve and now the N64 birth of Robotron 64. GT Interactive has already sated the appetites of PI**Station gamers with its Arcade's Classic collection which features, with five others, the original Robotron and retails at a bargain £34.99. Unfortunately, the same price tag doesn't apply to Robotron 64, as it's only currently available on US import, although a Brit release could follow in the future. So what else does the future hold?

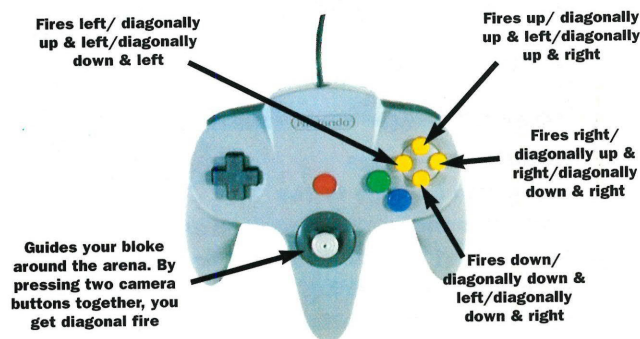
In 2084, man perfects the robotrons - a robot species so advanced that man is inferior to his own creation. Guided by their infallible logic, the robotrons conclude that the human race is inefficient, and therefore must be destroyed.

Trapped in a fiercely hostile square arena, feeling like Bruno facing Tyson, his dad and his rock-hard big brother, you are mankind's last hope. Unlike big Frank, however, due to a genetic stroke

Level headed

Each level has an individual title with the same sequence of your character floating, Doctor Who/The Time Travellers style, through time and space accompanied by various threatening headings





Robowarhol

As Robotron 64 is as trippy a game as they come, I thought it only fair to honour the late Andy Warhol with my own take on his Marilyn Monroe/Campbell's condensed soup masterpieces



An out of body experience watched by Cluedo pieces



Nine lives left and I'm surrounded by brains

of luck, you possess superhuman powers. So your mission is to stop the robotrons and save the last human family.

Deep within the laboratories lies your evil twin, the probotron. Driven by a crisp, unemotional logic, the probotron is responsible for the Brain, Grunt, Hulk and every other tool of human destruction. Have a look at the 'Five foes (Fo fum)' box on the next page for details –

there's a game to review. Each wave sees you beamed down among all manner of aggressive androids. Everything on-screen is killable, but that's not the entire crux of the matter.

Bullet Proof

As mentioned earlier, the task is to rescue the last human family and this is done exactly in the same way as the original. Rather than mowing them down (as it happens, they're impervious to your bullets), the idea is to run into them, thus saving them from being blown away or crushed by the massed robotrons. If they die, it doesn't matter that much as looking after number one is ultimately far more important, but for each one you 'save', you get an incremental bonus which works in much the same way as capturing 'scared' ghosts in Pac Man.

On the first 'brain' stage, again reflecting the gameplay from the arcade machine, the humans can be turned into sinister mutants who then walk around, trance-like, in the good old horror movie zombie tradition – if you bump into one of them when they're in this state, it's curtains. So that's



Is that Roger Moore, Ian Ogilvy or a Ready Brek eater?

the score. Each wave has four humans to save – mam, dad, son and daughter and progressively more 'trons to annihilate.

Certain 'trons are indestructible – see panel – and the grunts often re-materialise from the side of the play area, making your task even harder than the original bird's eye view 2D splatter-fest.

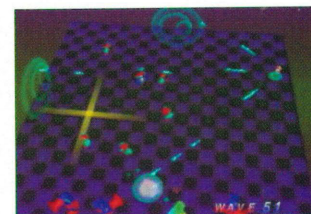
The new, improved 3D angle

neither adds to nor detracts from the gameplay of the original, although destroying solid-looking metallic foes and peeling away into the perspectivised distance does give you a greater sense of both achievement and urgency. In a majestic motion the camera angle smoothly swings around to keep pace with what is never anything less than frantic action.

Twisted Firestarter

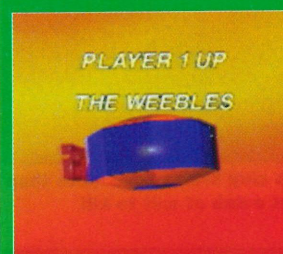
What does make the next generation Robotron 64 a better game than its respected predecessor is the existence of bonus icons. These either give you greater firepower for a limited time, an extra life or limited invulnerability – portrayed by a spherical energy field surrounding you. In the original it was a case of make do with what you've got and hope for the best. Now there's an added strategy element as having a three-way gun or picking up an extra life off the floor helps saving the world from a bunch of metallic morons that little bit more bearable.

As far as gameplay goes, that's about it and although software houses often go on about the modern gamer wanting more out of a game I



The three-way gun comes in handy for killing daft robots

Bonus!

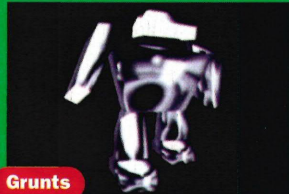


At regular 20 wave intervals, you're treated to a bonus screen. These work in much the same way as those in the arcade classic Galaga where the more enemies you hit, the more points you score and your shots to hits ratio is expressed as a percentage.

Review

Robotron 64

Five foes (fo fum)



Grunts

The Grunts move straight toward you one footstep per frame. They die if they collide with an electrode or a bullet, although the jetpack grunts which descend from above can cause you all sorts of problems. The toughest Grunts have limited (in)visibility



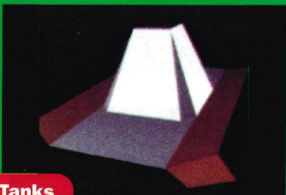
Hulks

The Hulks navigate a course by randomly picking a starting direction. If a Hulk collides with an object, it will pick another random direction to continue to move. They exist to kill humans, although they don't specifically chase humans. It's just coincidence if humans get run over



Brains

The Brain moves toward humans and yourself. When a level begins, the starting position and direction is randomly picked. They move toward the humans and fire psion waves moving faster than you. These weapons approach periodically, zig-zagging all over



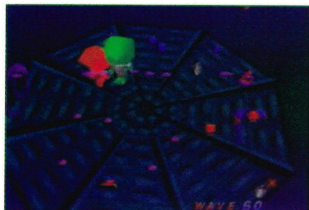
Tanks

Tanks pick a random direction to travel and start zig-zagging. Periodically, they fire off a shell at a random speed in a random direction. If a shell hits the perimeter of the arena, it bounces and flies around until it hits you or disintegrates after flying around a while



Enforcers

Enforcers hover around the playfield moving towards you. They fire shots at random intervals and random speeds. If a shot hits the edge of the arena, the bullet slides along the wall for a short time before discharging itself



The slug brains take more than just a dab of salt to kill



Okay, I'll enter a comment – Sort the bloody colours out

tend to disagree. It's not as if a full motion video intro would have made Space Invaders any better. Regardless of flashy 3D, light sourcing, fractal landscapes and motion capture, all video games are, by nature, ultimately repetitive, so it would be wrong to criticise Robotron too harshly for this reason alone.

GT as a software house deserves praise for sticking its neck out by releasing an updated retro classic on a 64bit console. It'll make your eyes bleed (and your ears, if you turn one of the 19 tubthumping techno soundtracks up to 11) and you'll be a quivering wreck for days on end if you play Robotron X for more than half an hour. And believe me, you will, but this time there'll be no sweaty newsagent coming over to pull the plug ●

N64 Score

ROBOTRON 64 pays respectful homage to the original arcade game Robotron 2084, but not by 3D-ifying it so much that it becomes unrecognisable, adding needless special 'next generation' visual effects and littering the arena with power-ups. It sticks to the frantic gameplay principles of Robotron 2084, retains the 'rescuable' human family and not only evokes memories of your hi-score being the most important thing in your life, but shows that if retro games are updated with as much love and devotion as this then they can (just about) be worthy purchases in their own right. Baseball caps need to be doffed to the sound engineers as never has a throbbing bassy acid house soundtrack suited a game so well. All told, Robotron 64's a bit linear and repetitive, but I for one will never tire of saving the Earth from robotic menace. **ALEX**

● **MARK** I'm a big fan of shoot'em-ups so it's no surprise that I enjoyed Robotron X. The gameplay is as good as ever, but the graphics are looking more than a bit bland these days. Smash TV 64 would have made a better game

● **STEVE** Enjoyed this far more than I expected to. I was never a fan of the original, and although this is pretty much the same with fancier graphics I actually liked it a lot more. Shows how really shallow I am then I suppose

● **NOELY** Alex and Mark seemed to give this far more attention than it actually deserved. After 10 mins you'll have seen all this 3D Smash TV game has to offer and you'll doubtless find yourself reaching for the Off switch

● **READER REVIEW** I don't want to play this kind of retro rubbish on my N64. I want games that will be the envy of PI**Station owners. This looks like a Spectrum game! **Paul Jolleys, Liverpool**

GRAPHICS



SOUND



GAMEPLAY



LASTABILITY



74%

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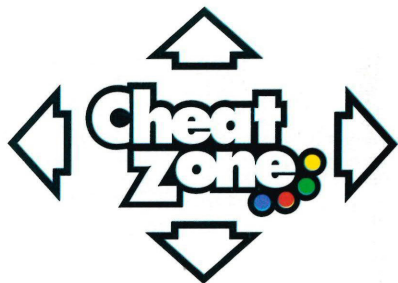
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INTERACT

GoldenEye

007 Top Secret Update

Win money!
Senders of tips printed
in the Cheat Zone,
such as these right
here, win an InterAct
peripheral and £20!

GoldenEye 007, which has spent weeks at the no. 1 spot and is still riding high in the top five, was given the full walk-through treatment in N64 Pro four issues ago. Since then, more secrets have been uncovered and we thought it only fair to share them with you. Readers credited with sending tips in win an InterAct peripheral and 20 English pounds
ALEX

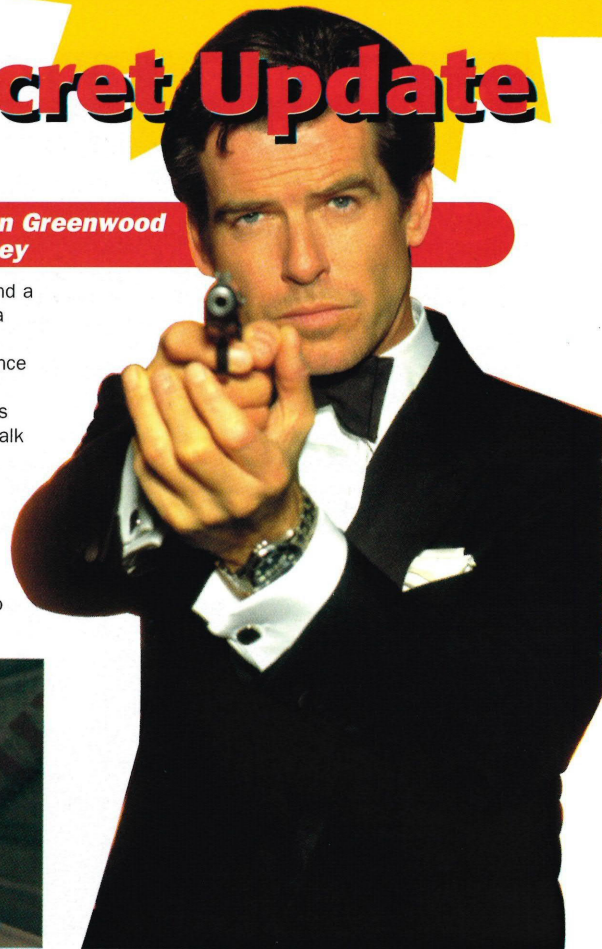
Mining The TVs – by Stephen Greenwood and Simon Dickinson, Burnley

My friend and I believe we may have found a cheat that you may not know about. On a multi player game of GoldenEye, choose Remote Mines and Severnaya Bunker. Once in play, go to the big room with the large video screen in. Collect the remote mines from one of the rooms at the side and walk to the TVs that are up on the roof.

Place a remote mine on each TV and then stand back and detonate them. Now try throwing mines, they should float in the air. This does not work every time. If you miss one of the TVs the cheat won't work, so it's advisable to put a few on each TV for good measure.



Blofeld regretted eating that curry



Whole New Way To Play – by John Davies, Staffordshire

Want to hear one of the best tips for one of the best console games ever? GoldenEye would be so much better if the N64 a built-in link-up capability and with GoldenEye being an ideal link-up game it makes you think why the 'big N' didn't incorporate link-up into their designs.

Pondering on the subject, myself and a few friends came up with a brilliant way of playing GoldenEye's Deathmatch in a way almost as good as a proper link-up game.

We wanted to play it like this because we had played it so long that we knew where everyone was at just a quick glance at their little section of the screen.

What we wished for most was to be unable to see each others' screens. Now in comes the brilliant solution to all our problems. The problem with link-ups is that it is too expensive; buying/gaining access to two N64s, two TVs and two copies of the same game! But with our

way it would save quite a few bob, only needing one N64, one copy of GoldenEye and two to four televisions.

All you need is the above equipment plus four controllers, a signal amplifier (which needs to have two to four output sockets on it depending how many players are playing) and a few standard TV aerial cables. Firstly, plug in the N64 RF cable

'On your knees or I'll blow your ass off'



Send your stuff to

Cheat Zone, N64 Pro, Freepost,
Media House, Adlington Park,
Macclesfield SK10 4YE

Or E-mail: markh@idg.co.uk

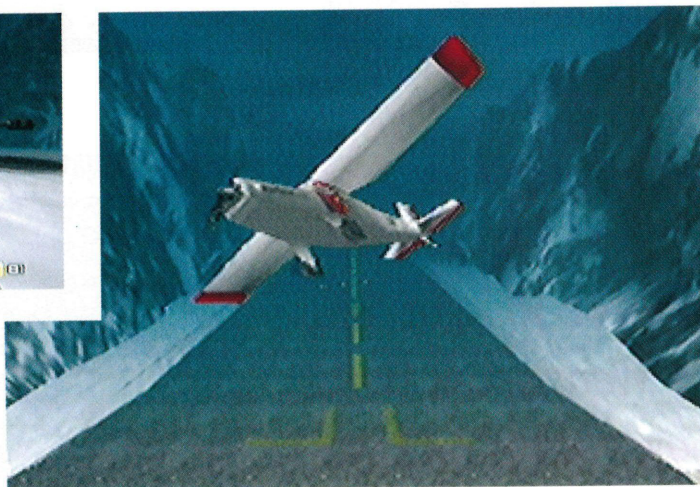
Speed-up and Find Two AR33s – by Daniel Smith, Warrington

Speed-up – In order to go faster without using turbo mode, try side-stepping while going forward.

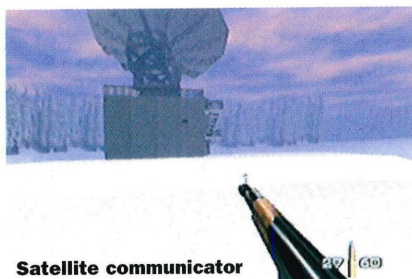
Find Two AR33s – On the Caverns level in the room containing the Master Control System (MCS) there are some wooden crates next to the massive window to the right of the MCS. Blow them all up until you find one containing a further box. Shoot it, and the next, and the next until two TV sets appear. Shoot these as well and eventually you'll find two AR33 assault rifles. Pick them up and you can use them simultaneously.



Quick, get in the tank. You don't even have to shoot the driver. Cos there isn't one

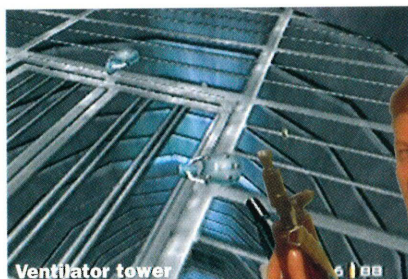


'Bladdered' Scientist – by Darren Hanlon, Leeds



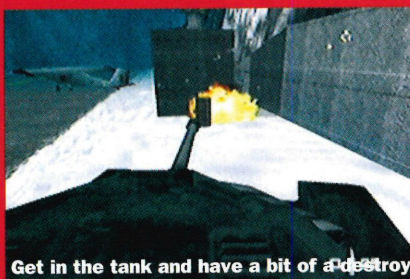
Satellite communicator

If you kill everybody in the toilets on the Facility stage then wait and don't go anywhere else. After a couple of minutes or so a scientist will go for a wee in one of the toilets. Approach him and he will drop keycard 'A' which enables you to go through all the



Ventilator tower

brown sealed doors without having to touch a computer. Even if the guards do come after you it's much easier to kill them.



Get in the tank and have a bit of a destroy

into the signal amplifier's input socket, then hook up your TVs into the output sockets on it using the TV cables.

You should now have four TVs all showing the same GoldenEye picture. Now put it into multi-player mode (not forgetting to turn on the no radar cheat) and each player should mask off the other players' sections on their screens so that everyone can only see their own view. You now have the ultimate set-up for GoldenEye, making the

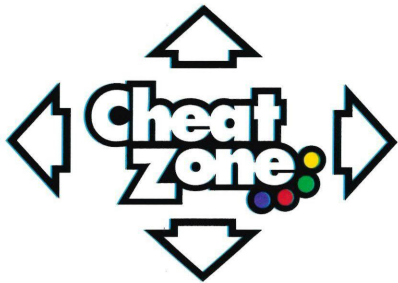
game more scary, easier for sneak attacks, better for sniper rifles and a nightmare for flag tag (ace) and it'll last ages longer – as good as any proper link-up game apart from still having a small screen, but still the best I've ever played.

This proves anything is possible and the possibilities for the N64 are endless. The same set-up could be used for similar battle games including Duke Nukem and all at the fraction of the cost of standard link-ups.

We think this is the best tip anyone has ever sent in to any magazine ever and the best thing is that everyone who has an N64 and a copy of GoldenEye (and some friends) should be able to do it.



Sean Bean (as 006) poses coolly with Pierce Brosnan (as 007). Apparently, Sean's thinking about changing his surname after seeing Rowan Atkinson's cinematic character bringing shame on the family



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writing a complete

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right people, and
we'll even hand out
£20 for cheats and
guides that suitably
dazzle us.

MARK

NHL Breakaway



Cheat Screen

On the title screen press left C, right C, left C, right C, R R. Now you should be able to select the cheat menu from the main menu.

Ditch the opponent's goalie

Start playing then press start and go to the game settings. Change to the other team using controller select. Now go to team options and select 'pull goalie'. Now change back to your original team and you won't have a 'keeper to stand in your way.

GoldenEye 007

No matter how much you think you know about a game, somebody always knows a bit more. This month that person was Sam Grice from Dorset, who sent us an excellent new tip for multi-player GoldenEye.

Invisible Mine Trick

Place mines on ammo boxes or armour then quickly pick up the item. The mine will now be invisible until the item reappears, but it's still there as your opponent will painfully and usually fatally discover

Mine Tricks

Try placing mines on the backs of doors or on stairs to make them difficult to spot

All Characters On Multi-Player Mode

This stunning cheat comes from Paul O'Keefe in Tynemouth. Go to the multi-player mode and enter this long but worthy code.

Hold **L** and **R** and press **left C**
Hold **L** and press **up C**
Hold **L** and **R** and press **D-pad left**
Hold **L** and press **D-pad right**
Hold **R** and press **D-pad down**
Hold **L** and **R** and press **left C**
Hold **L** and press **up C**
Hold **L** and **R** and press **D-pad right**
Hold **L** and **R** and press **down C**
Hold **L** and press **D-pad down**

NFL Quarterback Club

This excellent cheat for this astounding looking American football game comes to us from J Toseland in Alfreton.

Perfect punts

When taking a kick off, field goal, extra point or punt, press change player and the computer will take over. This will give you a perfect punt every time and nearly all field goals will be scored.



Be a terrorist bond and take on Hells
Angel bond with this fantastic
GoldenEye cheat

Robotron 64

Destroying those evil robots is no easier than ever with these killer cheats for this retro shoot'em-up.

Enter these codes whilst playing:

Shield:

Down, left, left C, right C

Flame thrower:

Down, right, down, right, right C

Speed-up:

Left, left, right, right, top C

Radiation Spray:

Up, down, right C, left C

Enter these codes on the set-up screen.

GameBoy mode:

Up, down, right, left C, down, up, left, right C, up, down.

Auto play:

Left, right, up, down, left C, right C, left C, Right C (repeat three times.)

Bast@*0%

Send your stuff to
Cheat Zone, N64 Pro, Freepost,
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Or E-mail: markh@idg.co.uk

Diddy Kong Racing - All the codes

There are 21 secret codes in Diddy Kong Racing and here's every single one of them.

ARNOLD:

Big Characters

BLABBERMOUTH:

Characters shout instead of using the horn

BODYARMOR:

All balloons are shields

BOGUSBANANAS:

Bananas reduce speed

BOMBSAWAY:

Every balloon is red

BYEBYEBALLOONS:

Removes all balloons from the track

DOUBLEVISION:

Two characters can select the same player

FREEFORALL:

One balloon counts for three

FREEFRUIT:

Start with 10 bananas

JOINTVENTURE:

Two players in adventure mode

JUKEBOX:

Audio Options screen

NOYELLOWSTUFF:

Yes, we have no bananas

OFFROAD:

Don't lose speed when you go off-road

OPPOSITESATTRACT:

All balloons become magnets

ROCKETFUEL:

Every balloon is blue

TEENYWEENIES:

Tiny characters

TIMETOLOSE:

Super intelligent computer characters

TOXICOFFENDER:

All balloons are toxic drops

VITAMINB:

Speed keeps on increasing over 10 bananas

WHODIDTHIS:

View the credits

ZAPTHERIPPERS:

Gets rid of the zippers



**Cheats ahoy! We've got all 21
cheats for Diddy Kong Racing
in one place**

Top Gear Rally

Recreate a very bad dose of acid by pressing this sequence of buttons during a race on Top Gear Rally.

LSD Track: down C, Z, B, up, up, right

This cheat for a great racer comes to us courtesy of Gary Gilmour from Scotland. Cheers mate!

All the cars and tracks

On the car select screen hold down L + R then press right C three times

**Who ate all the mushrooms? Oh it was you
was it! Try inputting our cheat into To Gear
Rally for a truly hallucinogenic experience**



Duke Nukem 3D - PAL

Duke Nukem's never been easier thanks to these fantastic cheats. Get all the weapons and and get down to some serious killin'.

The Cheat Menu

On the main menu press D-pad left, D-pad down, L, L, D-pad up, D-pad right, D-pad left, D-pad up

Invincibility

Access the cheat menu then press R, Right C, R, L, R, R, R, D-pad left

Toggle Monsters

Access the cheat menu and press L, up C, D-pad left, L, Down C, R, L, R

All Weapons

Access the cheat menu and press R, right C, D-pad down, L, up C, L, right C, L

**The pigs'll squeal even louder if you turn on
the invincibility mode and get all the guns**



Pre view

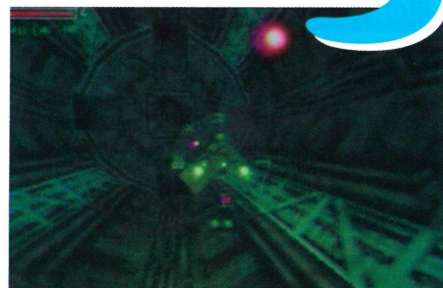
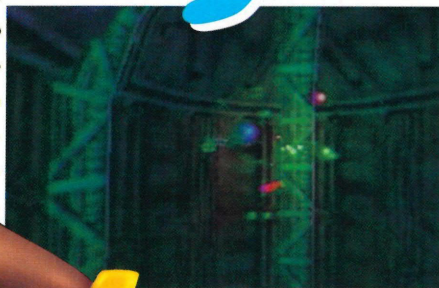
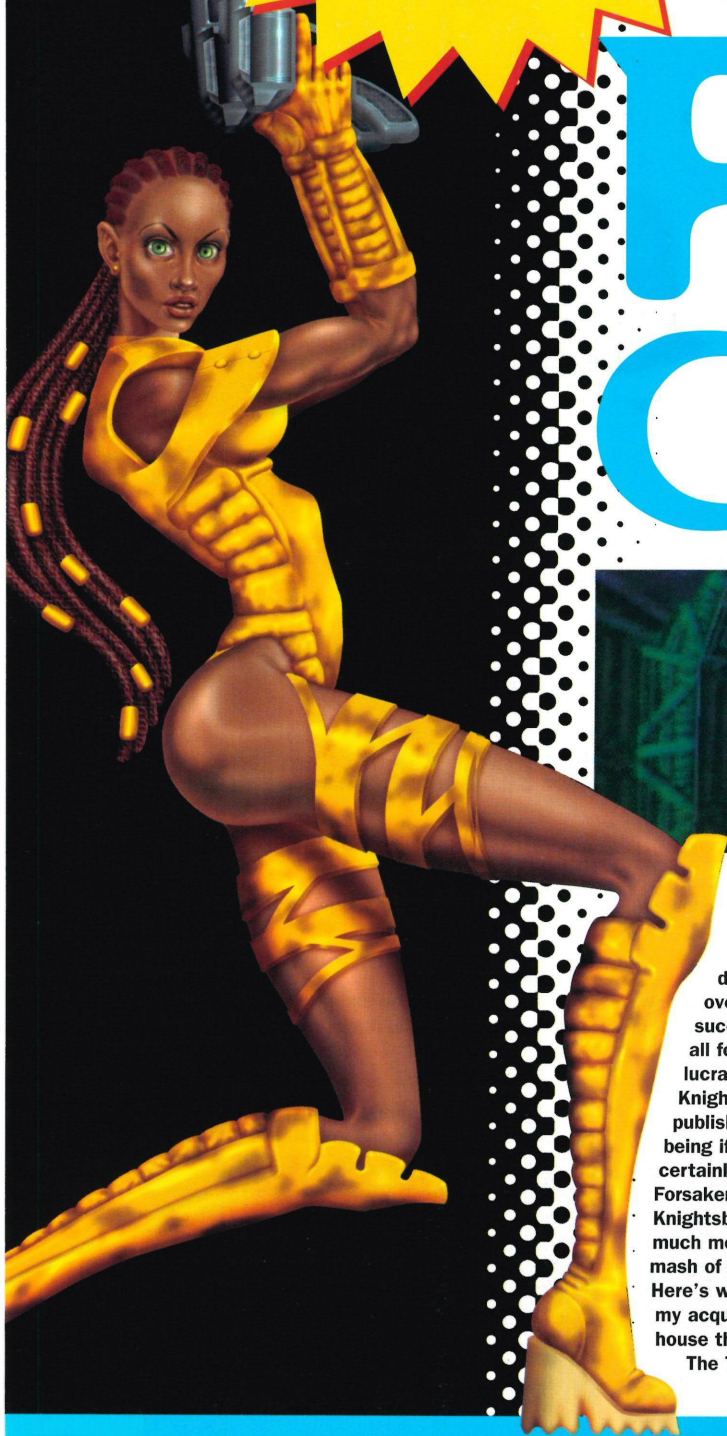
Forsak

Exclusive!
First fully playable
version!

Judging by this nigh-on final version of Forsaken,

Subterr Psion Cycling

By **Alex Lee**



Aclaim see themselves very much as the aristocrats of gaming. With two prolific development teams in tow, an HQ overlooking Harrod's and countless successful titles under their belts on all formats including many massive (ly lucrative) movie licenses, the Knightsbridge-based software publisher can justifiably lay claims to being if not the best of the bunch, certainly the poshest. When I last saw Forsaken in Acclaim's plush Knightsbridge office, it was not really much more than a nice-looking mish-mash of contrasting styles and ideas. Here's what happened when I renewed my acquaintance with the software house that gets its games previewed in *The Telegraph*

Q I first saw Forsaken four months ago. In what ways has it changed since then?

A It's hard at the moment, as in the enemies are hard to kill and the four-player competitive option's been optimised. It's better than Extreme G in that there was too much detail in the four player Extreme G. Once you get the screen split into four, it's very hard to tell what's going on. In Forsaken four player, some of the background detail has been reduced, making it easier and quicker to play.

Q It still looks a lot like Descent (Interplay's 3D exploratory PC, PlayStation game) to me. Is it different to or better than Descent in any way?

A The only reason it's similar to Descent is because it's a nice media-friendly, reader-friendly, punter-friendly way of describing its perspective. One of the big problems of Descent is that you often lost your way and it also has only one gravity. Forsaken has a different gravity for each

en

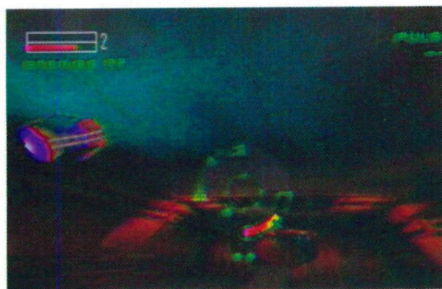
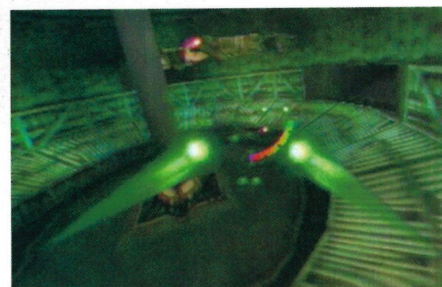
Source(s):	Simon, Harvey, Greg of Acclaim
Materials supplied:	Pre-submission cart & CD
Extra information:	From interview
Development location:	Iguana UK, Stockton
Playable version:	Yes
Percentage complete:	98%
Estimated release date:	End of May

owners of British N64s are soon to have another game on their 'must-have' list

anean



Right: Destroying enemies and security cameras leaves floating power-ups



Above: Forsaken's explosions are as spectacular as they come
Right: A bird wearing armour on a bike. Now that's dangerous

level (looks at screen where he's tear-arsing it through a catacomb of metallic tunnels). You couldn't travel this fast in Descent. The size of Forsaken's environment is much bigger. You could travel through one of Descent's corridors four times without realising it was the same one because of the way you controlled your ship. The tunnels were always square as well. There's far more angles and detail in Forsaken. The engine's actually a lot more free form and as you fly around you begin to recognise the terrain, you know where you are and you know what to do.

Q Okay, so what's the game's plot?

A Basically, the surface of the Earth's been accidentally destroyed by all these horrible convulsions in the atmosphere and all that's left



Subterranean Psion Cycling

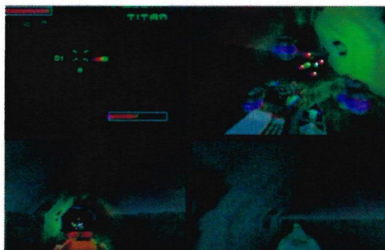
are installations, army bases and things which have got some really great stuff in. You've got to get in there and steal whatever you can, then get back out again.

Q You're planning to release three versions (N64, PlayStation, PC) simultaneously. Is any one version going to be markedly different from the rest?

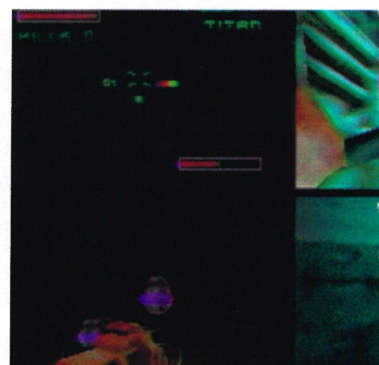
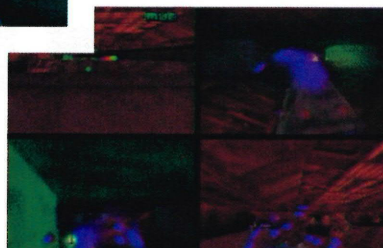
A The PlayStation and PC versions are very much mercenary games in which you have to try and find the best weapons and kill anything that gets in your way. With the Nintendo version, we're trying to appeal to a range of people who want a little more story and a little more info. We're also trying to differentiate between the two products. We don't want the Nintendo version to be associated too closely with the other two because there are different levels and different designs. There's 21 levels in the Nintendo version.

Q Are the enemy vehicles supposed to be manned by humans?

A No, but as you can see (points to screen where a four player - two human, two CPU - game in progress) the enemy vehicles are quite intelligent. They learn your shooting technique and start evading your fire, darting in and out and from side to side. Some have a leader and fly in formation. Their sensory perception's very good.



Above and right: Four player action. The player in the top left is the human, hence it being the only first-person view



Q But do they have extra sensory perception?

A No.

Q How many different bikes (the player controls a high-speed psion cycle much like the ones in Extreme G) are there to choose from?

A Eight - each has different weapons, speed and armour.

Q How are weapon power-ups come by?

A In the traditional sense - kill something and they'll leave it behind. One of the best weapons is the homing missile (which looks like one of Guile's Sonic Booms from Streetfighter II) which bounces off

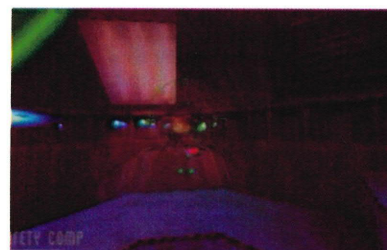
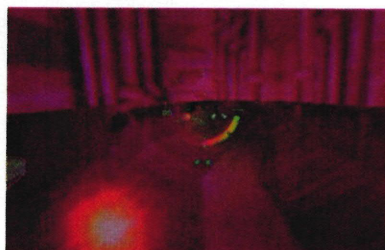
the walls until it hits its target. It's good to fire one of these into a room when you're not sure what's in it. If you let one off directly at an opponent, however, it may miss if the enemy is quick enough to evade the shot.

Q Why has Iguana UK (the development team behind Extreme G and Forsaken on the N64) got such a fixation with futuristic bikes?

A Funnily enough, we were going to have people wearing jetpacks a little like PilotWings, but psion cycles just seemed to work better.

Q Is Forsaken going to be rumble pak and controller pak compatible?

A Yes, but there won't be a password save system.





Above: Switches work in much the same way as Doom. Knock it down and a portal will open for you to power through

Q How long has Forsaken been in development?
A About a year now. It's bang on schedule to be released in the last week of May.

Q Which Acclaim game has sold the most on the N64 so far and what hopes do you have for Forsaken?

A Turok's sold the most units because it's been out longest, but Extreme G has done really well also. Forsaken'll definitely out-sell them both.

We'll just have to wait and see. One thing's for sure, after having played this polished, hyper-fast, high-energy, pre-submission version, which only needs minor tweaks - such as colour settings, sound settings and CPU intelligence, Forsaken will go down every bit as well in the

specialist press as Turok (87% N64 Pro) and Extreme G (91% N64 Pro) did. Full review next issue

Alex Lee was speaking variously to Harvey Elliott - European Product Co-ordinator, Greg - Technical Support and Simon Smith Wright - Specialist Press PR Manager - all of Acclaim Entertainment. Forsaken, the biggest official third-party release so far this year, is out at the end of May ●



Feature

By
Steve McNally

Pheew! W Scorché

DREADING the summer?
That time of year when
gamers throughout Britain
have to face their greatest
fear (leaving the house) due
to the annual video game
drought? Happens every year
without fail doesn't it? Well
fear not, because kindly old
Uncle Nintendo has a plan.
And it's ever so cunning.
What is it? A turbo-charged,
power-packed cavalcade of
quality carts cascading down
on you right throughout the
balmy season that's what!
Let's rock readers! It's gonna
be a hot one...

WE'RE SO EXCITED about what's in
store that we just can't stop talking
about it! After a slow 1997, and indeed
start to '98, the N64 is on the launch pad
and slap bang in the middle of the final
countdown to take off! So strap yourself in
and brace yourselves as Steve McNally
takes you through Nintendo's very own
summer holiday, inviting Akira Yamawaki,
Noely and Bub Taylor aboard to provide the
backing vocals. Expect a bumpy ride!

This way to

What a summer!



N64 Pro's guide to the games of the summer ►►

Feature:

Phew! WHAT A SCORCHER!

Legend of Zelda: Ocarina of Time looks like it could be the biggest and best game ever. Or we could be setting ourselves up for the biggest fall ever



Legend of Zelda: Ocarina of Time (Nintendo)

The one everyone's waiting for and the game that we're promised will revolutionise the RPG genre in such a way that it will barely be recognisable after the arrival of Zelda 64!

THE DAWN of N64 Zelda will be a momentous occasion. In much the same way as everyone remembers where they were when they heard JFK had been assassinated (in my case, some way from being conceived) or Diana's fatal car crash (pissed out of my brains having somehow lurched home from a stag do) everyone will know, even 20 years down the line, exactly where they were the first time they played the game that revolutionised the industry! They'll be sat in front of their N64! Where else?

While the game will undoubtedly earn the console its rightful place in gaming history, we



still shouldn't lose sight of the fact that at the end of the day it's just a game. But, barring a catastrophe of earth shattering proportions between now and release, what a game it'll be!

The first in a new genre of 'Action RPGs' which legendary designer Shigeru Miyamoto confidently predicts will make people wonder what they ever saw in the traditional role-player, Ocarina of Time follows the continuing adventures of Link, star of many Gameboy and SNES titles. Using breathtaking graphical techniques and a game design that can only be classed as a magnum opus for Miyamoto, Zelda 64 will be a gaming

Banjo-Kazooie (Nintendo/Rare)



If you thought Mario 64 was good wait until you see this...

RARE EH? Nintendo stalwarts and one of the most highly regarded game developers in the world. And they're British (cue nationalistic flag waving, singing of God Save the Queen, and maybe even a bit of Jerusalem if it takes your fancy). But examine their new development policy closely and their recipe for success seems very simple. Take an existing Nintendo created N64 game, chuck it in a bowl with a few extra secret ingredients, change the main characters, stir well for six months and voila! Instant smash hit game in a packet. Just add water!

Banjo-Kazooie (or Banjo & Kazooie's



adventure as it will more likely be called) is another prime example of this formula working perfectly and it will no doubt take its rightful place at the top of the charts alongside Diddy Kong Racing.

The model this time is not Mario Kart 64 but Mario 64 – another game which was saddled with the tag of having revolutionised gaming. And again, Rare have taken an already 'jaw-dropping-to-the floor-and-smashing-into-a-thousand-pieces-ly' good game by the scruff of the neck and told it sternly to get its act together on the N64.

If you enjoyed Mario 64 then you should start saving up those pennies now because this will undoubtedly stoke your personal fire, so to speak. Or indeed even if you just like the idea of owning the best 3D platformer on any

This pleasant, er, thing is one of the many boss characters you will face in *Zelda 64*



“Everybody knows this is going to be huge. Bigger than Noely’s hair in fact!”



event that in these days of endless racing games and beat'em-ups is all too rare. But best of all, it'll be one in the eye for all those irritating PI**Station owners who bang on about Final Fantasy VII all the time! Can't wait!

Legend of Zelda: Ocarina of Time is to be released in September

Akira Anticipates...

A FEW MONTHS ago I wrote that people in Japan weren't getting excited about *Zelda 64*. Well, this is slowly changing, but the anticipation hasn't reached the frenzied levels it has



in the West. However, you can sense that confidence has risen at Nintendo Japan as they believe that this game will be a smash hit in their home territory, and will indeed give the N64 a much needed boost when it's released. And I'm not arguing. I've played it, and it's truly mind-blowing!

Noely Knows...

IF THIS IS anything like as enjoyable as the SNES *Zelda* then it will clean up. I just hope we aren't all setting ourselves up for a fall. I'm in no doubt that *Zelda 64* will be an incredible game, but all this talk about it being the best game ever unnerves me considering no one outside of the development team has played it for more than a couple of hours! And I've heard a whisper that it's

worryingly easy. But ignore me, I'm just being a wet blanket. Probably because I had a heavy session last night...

Bub, er, Thinks...

THIS IS THE name on everyone's lips over here at the moment. Given the N64's total lack of RPGs (always a favourite genre of the American games buying public) it's no surprise. Nintendo are doing a fabulous job marketing it, releasing water torture style information drop by drop that's whipping the public into a frenzy! This is an awesome game to play, everyone should cherish it when it arrives. After all, it's why you chose 64bit in the first place isn't it?

POTENTIAL:



Rare's knack of dreaming up top class characters continues with the highly likeable Banjo. Bit worried about Kazooie though...

console ever. Now, if you'll excuse me, I must find my flag.

"And did those feet, in ancient times, walk upon England's pastures green..."

Banjo and Kazooie's adventures is scheduled for release on July 27.



Akira Anticipates...

I MUST admit a weakness for platform games, and *Mario 64* is easily my all time favourite game. At least it was until I had the opportunity to play a preview copy of *Banjo*. This game improves upon it in just about every way possible, much like DKR did with *Mario Kart 64*. Definitely going down as a classic!

Noely Knows...

I DON'T usually like to stick my neck on the chopping block before I've had the chance to thoroughly test out any game, but given Rare's track record and what I already know of *Banjo-Kazooie* I have to say that I can't see any way that

this is going to be anything short wonderful. And given the stature of the competition it's not a statement that can be made lightly!

Bub Thinks...

IF I EVER wore a cap I'd have to tip it to those boys over at Rare. Over the years they've achieved a level of consistency that's the envy of the world. And it will continue with *Banjo*. I had the privilege of playing it at Nintendo HQ a few weeks ago and my only regret when I left was that I didn't pocket the cart when no one was looking! Not that I'd ever do that of course.

POTENTIAL:



Feature:

Phew! WHAT A SCORCHER!

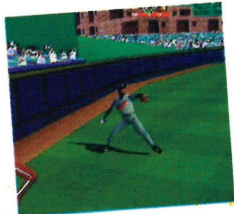
MLB (Nintendo/Angel)

Featuring Ken Griffey Jr.

Never ones to just churn out games, Nintendo's baseball game just has to be original in some way. And it certainly is...

BASEBALL ITSELF ISN'T all that popular in the UK, but that's never stopped a constant stream of baseball games floating across the Atlantic and slipping onto the shelves of our shops. And we can expect at least a couple of top quality N64 baseball sims over the summer, including Nintendo's long awaited Ken Griffey game.

The game will feature numerous innovations to the field of baseball simulations, with highly original overhauls taking place for both batting and pitching methods. These include



a revolutionary new pitching method that sees the player having to time the pitch in relation to the breathing rhythm of the pitcher. Time it wrong and a symbol will show the batter exactly where the ball is going to be thrown.

Graphically, the game is some way behind Acclaim's breathtaking hi-resolution effort, but that's not to say it looks poor. It does look absolutely fantastic, and plays exactly like every good old fashioned American baseball game should!

MLB is released on May 25.

Akira Anticipates...
I REMEMBER READING about this long before the N64 was

Baseball eh?
Don't you just
love it? What do
you mean no?



even launched. But it looks as if MLB Featuring Ken Griffey Jr. could be worth the wait.

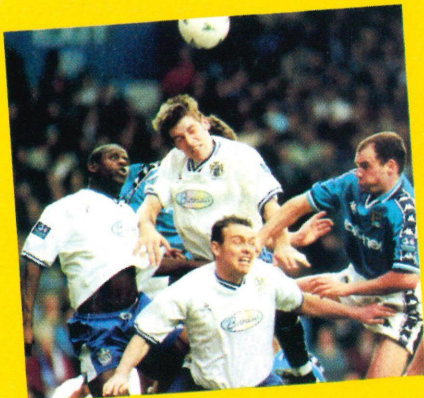
Noely Knows...
LOVE A GOOD baseball game myself, and this looks as though it could be the best. Should make a nice change from all the cartoony efforts that have been knocking around on import.

Bub Thinks...
ONLY PLAYED THIS briefly so far and baseball games are always difficult to get the hang of at first. Plenty of excellent ideas and the fact Nintendo themselves are responsible should ensure this is a winner.

POTENTIAL:



International Superstar So



Hopes abound of a 64DD ISS add-on including Nationwide League teams

IF WE'RE missing from the shelves for an issue or so around June don't panic, we won't have gone tits up, we'll just have managed to persuade our iron-fisted publisher to give us the month off to play what is effectively ISS 2! The original game is single-handedly responsible for more wasted man hours in our office than any other, and is the sole reason that Lewis, our Production Editor (he's the whip cracker

responsible for getting our collective arses in gear) has gone prematurely bald, having pulled every single hair from his head in frustration!

Security is Colditz tight around the game in Japan, with only a select few Konami employees having had the privilege of seeing it. In fact, even the people who gallantly man the UK division of the Japanese gaming giant haven't been allowed near it! One did manage to evade the security though and managed to get a quick shufti, and official word on the game is that "It looks mint!" apparently. Sadly, that employee has mysteriously disappeared amid rumours of

F-Zero X (Nintendo)

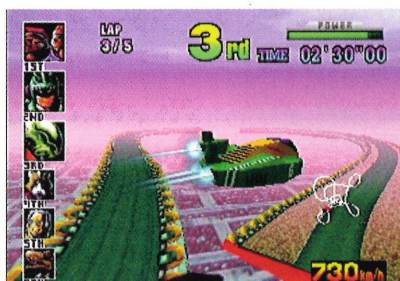
May not look much, but F-Zero X can't half shift

The sequel to possibly the best racing game ever is almost upon us. And it's looking a winner all the way so far

IF YOU want to play this one over the summer months then a trip down to your local games importer will be required, because the chances of a conversion (either to PAL or American versions) is looking slim any time before Christmas really.

And perhaps that's for the best because, given the excitement raised by this lightning fast racer and the fact that gaming has been linked with vast obesity in gamers this month (see the news for more info), there'd be a real danger of you drowning in your own sweat if you throw hot weather into an already hideous equation. And we wouldn't want that to happen to any of our dear readers. After all, we've got our sales figures to worry about!

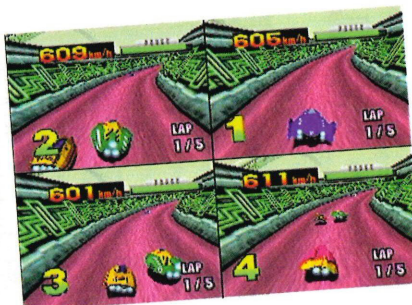
The original SNES version of F-Zero still ranks as many people's favourite racing game (myself included) and all reports suggest that the 64bit version will be just as playable. And a



whole lot faster. Graphically some sacrifices have been made, but only for the greater good of keeping the frame rates nice and lively, and it's worked a treat. F-Zero X will

“Again Miyamoto is pushing back the boundaries”

be the fastest racing game you've ever played, but thankfully the control doesn't seem to have suffered as a result as it did in Aero Gauge, and, to a much lesser extent Extreme G.



F-Zero X will be released in August.



Akira Anticipates...

THIS GAME WILL revolutionise the futuristic racing genre. Once again, Miyamoto is pushing back the boundaries of our expectations and is proving that Nintendo are the greatest games designers in the world. The only doubt is about how F-Zero X stands up long term, but given the longevity the original F-Zero has enjoyed, why should we worry?



Noely Knows...

THE SNES F-ZERO was state-of-the-art for its time. The N64 version will reaffirm the fact that Nintendo remain at the forefront of videogaming. 1080° has shown (if anybody doubted it) what Nintendo is capable of producing on the N64. 1080° is superb, F-Zero will be even more err... superb.



Bub Thinks...

SENDS A SHIVER down my spine whenever I think about this one. To remake F-Zero, to use a film analogy, is like trying to make Casablanca 64. An almost impossible task, at least if you want to do it justice. The jury's out on whether Nintendo have managed it, but it does look very promising.

POTENTIAL:



Soccer '98 (Konami)

shifty looking Orientals hanging around outside his house. Funny that.

Rest assured that the review will be the most thorough we've ever undertaken here at N64 Pro, because of course every member of the team will have to play it solidly for at least a fortnight. Anything else would be a dereliction of duty to our beloved N64Pro readers...

ISS '98 will be released in June.



Akira Anticipates...

NO ONE OUTSIDE of Konami, and I mean no one, has actually seen this

game up and running, but it's still the subject of massive speculation! Can the best get better? Only one thing is certain; you can guarantee that Konami are right people to do it.



Noely Knows...

OH THE SHAME! Oh the irony! The English invent soccer, play it for over a hundred years, know the game inside out and yet it takes a fledgling footballing nation such as Japan to show our boys exactly how a good football game should be done! Who cares? ISS rocks and ISS '98 is our gaming Holy Grail!

“Security is Colditz tight around the game in Japan at the moment”



Bub Thinks...

I PREFER THE healthy thwack of pigskin on glove than boot to be honest, and American Football games will always be my first love over Soccer, I'm afraid. I could never get to grips with ISS so I'm not overly excited by its sequel. Sorry folks, I know you all love it.

POTENTIAL:



Feature:

Phew! WHAT A SCORCHER!

All-Star Baseball (Acclaim)

If looks are everything then this will top the charts for years

ACCLAIM will be hoping to bloody the nose of Nintendo this time, as they did with EA Sports in the Christmas battle of the American Footy sims last year. And if that contest follows the same pattern, then regardless of whether their effort is the inferior one (as QB Club was to the excellent Madden), they'll win anyway because of their flash graphics!

No one's actually played this yet so we can only speculate, but if Acclaim can get their gameplay right then that, coupled with those stunning visuals will see

them through comfortably. Check out the preview on **page 74** for an in depth look at this fantastic looking game from the people who brought us NFL Quarterback Club.

All-Star Baseball is released in May.

Akira Anticipates...
THE FIRST THOUGHT that runs through your mind when you see ASB up and running is 'Wow!' This game is quite simply the nicest looking, most fluidly animated video game ever! Let's hope it plays half as well.



Noely Knows...

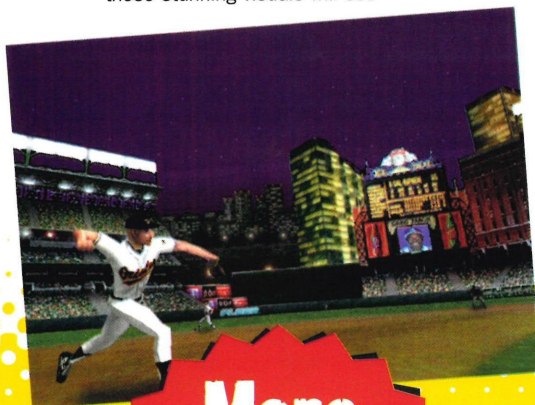
NINTENDO HAS ALWAYS promised that only with the second wave of titles will we start to truly see the power of the N64, and looking at All Star Baseball you have to say they were right.



Bub Thinks...

NOT EVEN GOING TO try to predict who'll win the battle of the bases between Acclaim and Nintendo, I'm just going to sit back and enjoy both games. I suggest you do the same!

POTENTIAL:



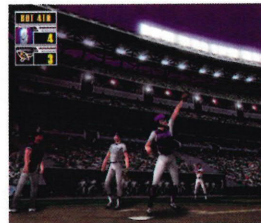
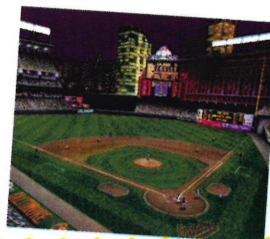
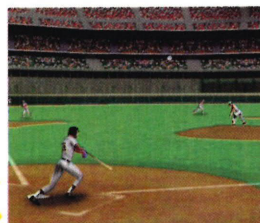
**More
summer
treats**

Bio Tetris (Amtex)

Now here's a novelty. Tetris with the difficulty level adjusted to suit your mood, gauged via a little clip that hooks onto your ear and measures your pulse! Innovation alone makes it worthy of a mention

Bomberman: Queen Milian's Rescue (Hudson)

Bomberman 64 was appalling, chances are its sequel will be too, but at the moment it looks quite promising and Hudson are making all the right noises about having listened to player criticisms



Dracula 3D (Konami)

This one looks like it'll be a rare treat indeed. The 64bit update of the ever popular Castlevania series looks stunning, and you'd have heard far more about it if Konami weren't so damned secretive!

Conker's Quest (Nintendo/Rare)

Playing second fiddle to Banjo at the moment, but looking just as promising as its more hyped-up cousin. More cutesy-cutesy platform action, this time featuring a squirrel!

Cruis'n World (Nintendo)

All reports say that this is dire at the moment, but there's still time. And if sales of the original are anything to go by it'll still be a smash regardless

Deadly Arts (Konami)

The beat'em-up formerly known as G.A.S.P is limbering up nicely and should be the best N64 fighter so far by an absolute mile

Iggy's Reckin' Balls (Acclaim/Iguana)

Iguana are busy at the moment and one of their most impressive looking titles is this off-the-wall pseudo platform/puzzle game

Earthworm Jim 3D (Interplay/Vis Interactive)

It's Earthworm Jim in 3D unsurprisingly. Looks nice at the moment and is said to feature Tomb Raider-style gameplay with plenty of childish humour thrown in for good measure

FIFA World Cup '98 (Electronic Arts)

Check out Alex's World Cup feature on **page 76** for more info. One of a flood of footy games due out around June (is something happening then?) and looking like EA may finally get it right with FIFA

Forsaken (Acclaim/Iguana)

Acclaim's Descent inspired shoot'em-up is looking very playable and should provide hours of 360° action. For a full in-depth preview on this graphically beautiful blaster turn to **page 58**

Gex 2 - Enter the Gecko (Midway/Crystal Dynamics)

"Well hello!" 'Sauce legend' Leslie Phillips is voicing the reptilian hero in his N64 debut, and we say three cheers for that. Looks like a quality platformer too, that will benefit from his quality brand of "Ding Dong!"

64DD (Nintendo)

Is Nintendo's add-on doomed to failure?

DESPITE FEARS over console add-ons being traditionally doomed to failure before they're even launched, there's a real buzz around Nintendo's revolutionary new idea. For those of you who don't know, it's a writeable disk system that can be used in a number of ways only limited by the developer's imagination.

It will provide a massive boost to the N64 if it's successful, and will make more memory hungry types of game – such as RPGs – possible. There's also the option to release data disks for additional games to prolong their life and give extra value for money (the obvious examples of how this could work are new quests in an RPG or extra tracks in a racing game for instance).

Personally I think that the 64DD will stand or fall on its price alone, and if Nintendo can bring it out at a suitably low level then it could well be a roaring success. There's no doubt that the idea is very sound indeed, and some of the top developers around have expressed their excitement about the project, all that remains now is for Nintendo to get its marketing policy right.

The 64DD is to be released in June.

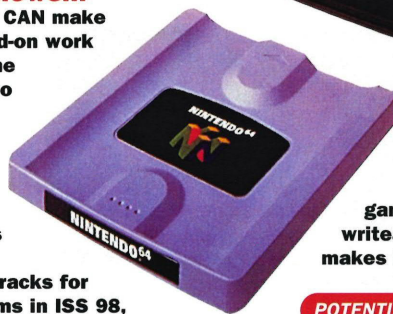
Akira Anticipates...
MANY BELIEVE THAT 64DD will save the N64 in Japan when it's released in June. However, I think it will already be well on the way before

that when Zelda comes out. Still, we love new technology over here and I'm sure it will be embraced most warmly.

Noely Knows... IF ANYONE CAN make a console add-on work it's Nintendo. The brave decision to release the 64DD will hopefully be vindicated when our favourite games are continually updated. More tracks for F-Zero, new teams in ISS 98, and new worlds in Zelda.

Bub Thinks... THIS IS A GREAT concept. I just hope that it doesn't go down the pan in the same way as Mega CD and 32X. I'm sure it won't because the 64DD brings much much more to N64

And there you have it. Your very own, all encompassing cut-out-and-keep guide to the biggest and best games coming to your N64 this summer. Although it's probably not all that wise to try and cut it out to be honest, just keep it...



gaming than better graphics. The writeability feature of the 64DD makes it worth buying alone!

POTENTIAL: [Four peace signs]



Let's Smash (Hudson)

We desperately want Namco to do Smash Court Tennis 64, but in the meantime it looks like we'll have to make do with Hudson's ball basher

Mario Artist (Nintendo)

One of the first DD products will be the Mario Artist packages. Fine for all you arty types, but what about those of us that don't have a creative bone in our body (like Jim)?

Mission Impossible (Ocean)

Apparently the MI team have recovered from the shock of seeing how good GoldenEye was and are now beavering away on completing their very own gaming albatross

Mortal Kombat 4 (Midway)

This will be rubbish. And it will sell millions of copies. And magazine writers up and down the country will shake their heads sadly at the futility of reviewing big name games

NBA Courtside (Nintendo/Left Field)

Everyone gasped when Nintendo announced a basketball game, but not as much as they gasped

when they actually played it. So realistic you have to wear squeaky shoes before you have a go!

Pikachu Genki De Chu (Nintendo)

Something of a cultural enigma around the N64 Pro office, we all can't wait to play it, but none of us are entirely sure why! Avoid if you don't speak fluent Japanese though. Which of course we do...

Powerful Pro Baseball 5 (Konami)

I've included this on a purely self indulgent basis because I enjoyed the last one so much. Almost as good as the incredible Famista, so there's surely a chance that number 5 will be better?

Quest 64 (THQ/Imagineer)

The first true RPG to appear and for that reason alone will be guaranteed a massive audience. Looks first class, but may well be called Holy Magic Century on its UK release

Rampage World Tour 64 (Midway)

Destroying buildings, being chased by helicopters and generally causing havoc in the city. Sounds a bit like a quiet night in Salford actually. Manic monster mashing mayhem

Space Station: Silicon Valley (BMG/DMA)

Been dogged by development problems, but finally almost completed. DMA have been messed about by Nintendo a lot over this one though, but we hope it hasn't suffered too much

Tonic Trouble (Ubi Soft)

From the team behind PI**Station favourite Rayman comes another unusual platformer. Should do well as the version we've played was pretty impressive even at this early stage

Turok 2 (Acclaim/Iguana)

Will undoubtedly be one of the biggest games of the year, let alone the summer. Making dinosaurs extinct should be even more fun second time around. We've seen one or two screenshots (we can't print them yet though) and believe me, they're absolutely amazing!

Wetrix (Ocean)

Not been many puzzle games so far, so it's no surprise then that this one is so eagerly anticipated. Sure to make a tremendous splash this summer!

Preview: Virtual Chess

One of the oldest games in the world hits the newest and best console on the planet as the N64

Fed up with blasting aliens, kicking the ass of countless baddies and generally getting involved in mindless frenzied blasting action? Isn't it about time you used the old grey matter a little more in a game that's going to test your intellect as well as your reflexes, say for example, Chess? The cynics among you might be tempted to respond with a very definite NO, but the fact is that there hasn't yet been a

chess game on the N64. So Titus has spotted a niche market and looks like it will be moving Pawn D2 to D4 in their opening gambit with the release of Virtual Chess 64.

To those who may be unfamiliar with the Virtual Chess pedigree, it was a hit on the PC some time ago when it was well received by critics and chess enthusiasts alike. As if to underline the level of its artificial intelligence its engine was 'winner of the World Championship 97 for micro computer professional' and an improved version is still used in tournaments to this day.

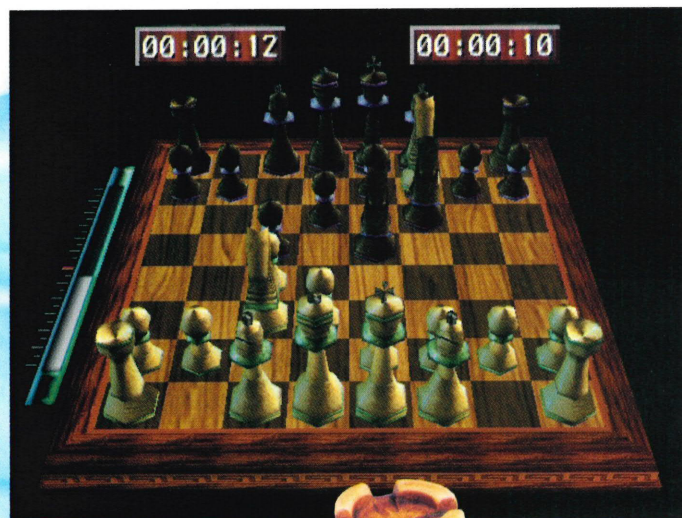
Virtual Chess 64 also offers multiple difficulty levels, so if you're a Karpov master or a crap meister you'll



be able to choose a skill level that suits your ability (or lack of it). And for those new to chess, the game features an interactive tutorial that teaches beginners all the basics, with the emphasis still being on enjoying yourself and having fun. Throughout the lessons you will be coached by a real time animated 3D version of the wily old fox that is Titus' mascot.

Graphically the game looks as though it will be stunning with the technological possibilities of the Nintendo 64 allowing Titus to optimise the graphic environment by utilising a 640 x 480 resolution. This should ensure that while your grey matter is severely tested during play, your eyes will be treated to

Right: One of the humorous animations sees this Viking Queen flattening the Unicorn (the Knight) whom she has just captured
Far Right: Another shot that shows the stunning beauty of the 3D Vikings vs Knights
Below: For those who like the more traditional set, there's also a classical style board



By Noely

Check

A very Brief History of Chess, Mate



The game of chess is thought to have originated in what is now northern India or Afghanistan, with unverified claims that chess existed as early as 100 AD. It certainly originated sometime before 600 AD, since the oldest written references to chess date from then. Interest in the game followed early trade routes out of India spawning several varieties of the game we know to be chess. One variation is

played in China while another (called Shogi) is popular in Japan. Even today many local variations in chess rules persist in rural areas of India.

The version that is familiar to Europeans and Americans travelled from India through Iran (Persia) to the main commercial centers of Italy and Spain around 1000 AD. Later, sea-faring Vikings took up the game (to break the monotony in between bouts of raping and pillaging one would guess) and carried it into Scandinavia and Iceland.

By 1100-1200 AD, the game became well known in central

Europe, and was well-established across all of Europe by 1400 AD, with the game rules which we use today.

The modern design of chess pieces is now used in all tournaments worldwide and is thought to be attributed to Staunton, an English master, in the mid-1800s.

The London Tourney of 1851 was the first international chess tournament and was won by Adolf Anderssen of Germany (probably in yet another dramatic penalty shootout). Adolf then became known 'unofficially' as the world's best

hess

gets all intellectual and highbrow with Virtual Chess 64

Source(s):	Titus PR Dept, Internet
Materials supplied:	Press Release, Screenshots Disk
Extra information:	Screenshots
Development location:	France
Playable version:	No
Percentage complete:	80%
Estimated release date:	Spring

Bottom Right: This board shows the Tutorial section complete with Titus the Fox, your interactive tutor who helps you improve your game
Far Right: The Viking Queen looks to be making eyes at the King of the Knights (I don't fancy his much)



some stunning visuals throughout. There are four different sets of pieces in the 2D mode including an animal one which looks rather cute and is surely aimed at younger players. However, it's the 3D section where the game really impresses.

Thumping your bishop

One of the sets has the Viking Tribe playing against Knights Kingdom. During games your pieces are animated and perform fancy (Battle Chess-esque) animations each time you capture an opponent's piece. Additional features include a full zoom facility as well as the ability to rotate and view the board through a full 360° so that you can check out the wonderful capture animations from any angle. Over 50 different sounds will also be used to help bring these battles to life in all their glory.

There will be several ways to play Virtual Chess 64. Play either in a single game against the computer, the classic way against another opponent or multiple simultaneous games by

plugging in up to four joysticks, so that effectively you could have your own mini chess tournament. The game will also have a save game facility to allow you to record games and continue them at a later date. Who knows, it may even be rumble pak compatible (with a bit of a rumble during each fight)? But perhaps that's taking things a tad too far.

It's possible that the game will even be 64DD (at least via an update) so that you could continuously update your playing pieces as well as tweak the game's tutorials and AI. Whatever happens, it looks as though Titus are the only company who can offer you top notch chess action on your N64. So it looks likely to be Check Mate to Titus when Virtual Chess 64 arrives on your N64 sometime in April ●



this out, Mate!

chess player, though he did not receive any award or title (presumably because we were pissed off that a German had beaten us again).

Adolf was later beaten by Paul Morphy, an American-born chess player who travelled to Europe in the 1850's and beat all challengers including Adolf Anderssen. The English champion of the time (Staunton) refused to play him though (presumably because he couldn't put up with his annoying 'Yankie drawl' while playing) so Morphy never officially became world chess champ.

The first official championship

chess tournament was played in 1866, again in London, with sandclocks introduced to restrict the length of a game. This time the tournament was won by Steinitz, a Bohemian (Czechoslovakian) Jew, who then became the world's first official chess champion, a title which he held until 1894.

Emanuel Lasker, a German born American resident, became champion by defeating Steinitz and kept the title until 1921, at which time Jose Capablanca, a Cuban, took the title until 1927. Many people today consider Capablanca as one of the

top three chess players who ever lived, the others being Morphy and Bobby Fischer. Fischer is still alive and recently played another former world champion (Boris Spassky) in Belgrade, Yugoslavia.

Currently there are effectively two World champions (Karpov and Kasparov) following a dispute over tournament procedures between Kasparov and the international chess organisation F.I.D.E.

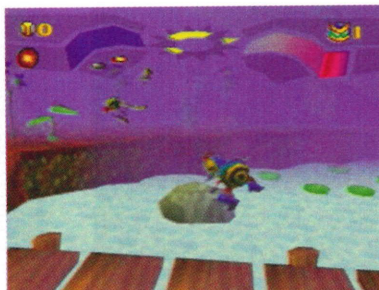
News Flash

Apparently the Jap version of Virtual Chess 64 (called Marita Shogi 64) will include a rather smart cart modem feature, that will allow you to pit your wits against an opponent on another machine. I say you, but that probably should be THEM since there are no plans to release a modem with either the UK or US versions. A strange decision this, given the high cost of calls in Japan in comparison to the US where all local calls are free.

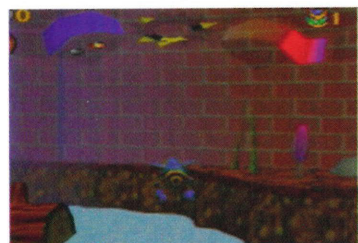
Pre view

Buck Bu

What? UbiSoft's doing a shoot'em-up starring a bee? Bee hive yourself!



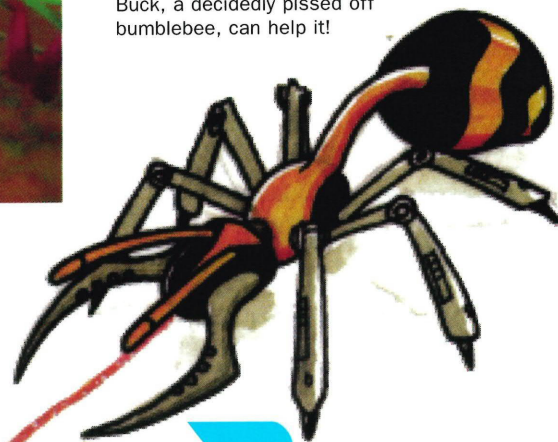
Left: Buck Bumble on his one bee mission to fly around like some sort of mad insect, pollenating flowers and buzzing a lot on the way. Like bees do



Good old bees. Not only do they make that annoying buzzing sound all day, but they'll sting you as well given half a chance



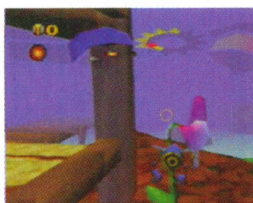
The Evil Herd, a vicious assortment of alien mutant insectoids, has depraved designs on the native insects of the world. What, to dress them in rubber and feel their arses? Enslavement and inexhaustible food supplies are only part of their barbarous scheme. Phew. Could have been worse... But is the world just going to sit back and let itself be turned into stomach fodder? Not if Buck, a decidedly pissed off bumblebee, can help it!



The Bee's Knees

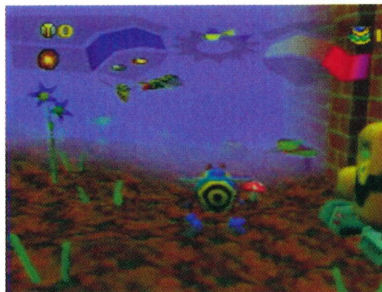
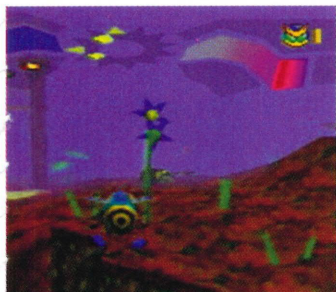
By
Alex Lee

Don't ever think of bees as all cute and furry. Cos it's bollocks. They're nasty little stinging bastards



umble

Source(s):	Keith Sloan, UbiSoft
Materials supplied:	In-development cart and sketches
Extra information:	UbiSoft Entertainment
Development location:	Paris, France
Playable version:	Yes (game engine only)
Percentage complete:	50%
Estimated release date:	September



He's armed with a sting in his tail and is ready to go to war against the invading hordes. His mission's a simple one – to crush the Evil Herd and save the entire insect world.

Buck Bumble is a 3D action shoot'em-up spread over 27 increasingly challenging and hostile missions playable by up to four 'bees' simultaneously. Five of the 27 missions are hidden and can only be unearthed by nifty flying and devastating shooting – more on this later. Each mission has a primary objective and some have smaller secondary objectives.

If a mission has a secondary objective it allows the player to complete, or at least to help in the completion of the primary objective. For example, the primary objective may be to knock out the Herd base, with the secondary one to destroy the power supply. The player can choose to replay any mission he has played before to complete the secondary goals



or attempt to find any hidden areas.

The game is broken up into three zones. The first two feature 11 missions each and make up the main portion of the game.

Policeman skank

The third zone is hidden from the player and can only be accessed by collecting all the golden fleas, placed throughout the first two zones, and completing the game ranked as an 'Ace' pilot. A total of three in-game views give you, as Buck Bumble, the chance to ahem... be

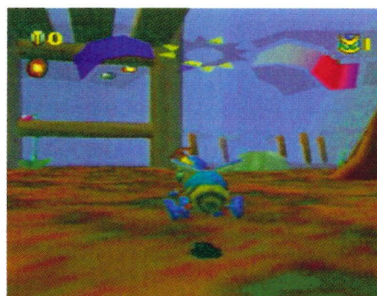
a bee. This is good news for us gamers faced with untold in-game perspectives with none of them being completely adequate. The first person perspective is the most frantic way to play as you buzz around at the same sort of pace as the spaceships in the Japanese version of Starfox. Which is a bit of a coincidence since Argonaut software, the team behind Buck Bumble, was also responsible for the SNES version of Starfox.

A brush with the honey comb

As gamers familiar with UbiSoft's forays into the 32bit arena (Rayman and Street Racer for example) will expect, Buck Bumble features some stunning explosions and special effects – we've played it and we've seen 'em. Another nice gameplay touch is the ability to pick up and utilise Herd derived weaponry captured from defeated enemies. Buck Bumble's truly progressive mission structure continually throws up new challenges, surprises and rewards – which is exactly what us N64 gamers want. With a dramatic soundtrack and distinctly odd audio effects – even for a video game – Buck Bumble should prove to be one of the most inspired third-party releases.

Paris-based UbiSoft is confident that Buck Bumble will truly be the bee's knees when it's out over here in autumn. N64 Pro will have the first PAL review in a couple of issues' time ●

Left: Not only can Buck Bumble pollenate flowers, make honey and generally annoy humans, he can gun down all sorts of foes





All-Star B

The field is set, bases are nicely loaded and with three of the biggest hitters in the N64 Major

By **Steve McNally**

Get the p

Considering some of the shite imports that get an official release it's a surprise that none of the baseball games released in Japan have made it either to these shores or to the USA. Some of them have actually been quite good (in fact, three of them are really good – Famista 64, King of Pro Baseball and Powerful Pro Baseball 4 all get regular play in the office), but no one has seemed interested in publishing them over here. All that's about to change now though, with three big guns lining up at Home Plate, with a fierce fight to achieve baseball supremacy about to ensue drawing Acclaim, Nintendo and GT into the melee.

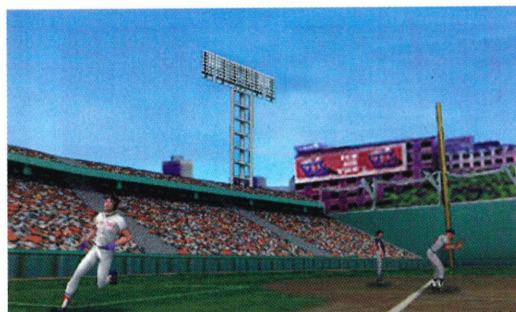
The same team that brought Nintendo 64 owners NFL QB Club '98 is hard at work on an equally visually stunning baseball game that is already well on its way to becoming the most impressive sports title yet for the console.

An early version of the game is currently doing the rounds of the magazines in America, unfortunately it's only running in self-play mode at the moment, but that's proving to be more than enough to at least pique the interest and take some of the shine away from Nintendo's promising Ken Griffey game.

Assists and battery

Although the frame rate is not yet optimised (the game is still a long way from being finished), the animation is absolutely perfect and there seems to be a ton of variation in the moves – meaning that there are numerous different types of swing, pitch and run, varying from player to player!

Iguana (behind current N64 Pro favourite NHL Breakaway '98) promises that the finished game will run much faster than the disappointing QB Club '98 (and I only mean disappointing in terms of my opinion – no one can argue with its



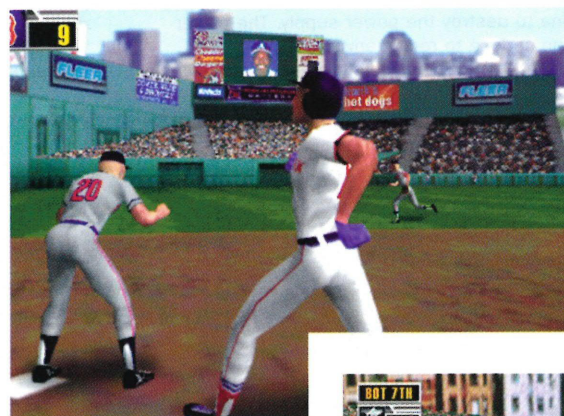
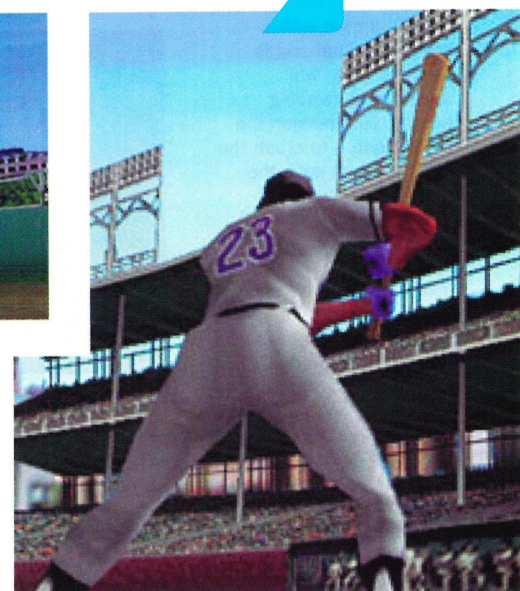
phenomenal retail success!) and will have at least as much graphical detail, if not more.

It could be, it might be, it is!

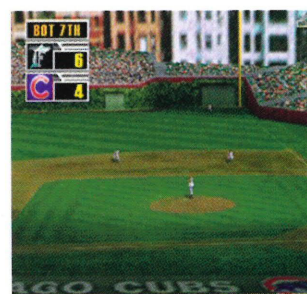
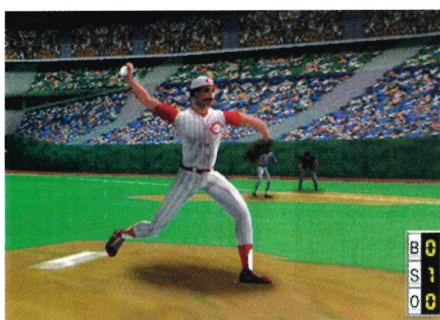
All-Star Baseball '99 isn't without its competition (Nintendo and GT Interactive are both releasing their baseball games around the same time period), but in terms of looks nothing else even comes close. So it's not all that surprising then that Acclaim are confident of the chances of an underdog victory again, similar to that which they achieved last year when they amazingly usurped Madden from American Footy veterans EA Sports.

All-Star is currently the only baseball game in hi-res mode on the Nintendo 64, and should make a nice change from all the big-head style games that have only been available on import. Everything is highly detailed, right down to the player's facial features. And because all players have been motion-captured, the animation is incredibly smooth and practically flawless. I'm not usually a fan of motion capture, but in A-SB '99 the players move with a fluidity so convincing that everything almost looks real. On the downside, frame rates are still dropping quite severely every now and again, but Acclaim are working hard on this and it will be rectified for the final version.

The game has enough options, licensing, statistics and style to make any baseball fan happy, and it's still reasonably early on in its development. Assuming the development team can knock the frame rates into shape, MLB featuring Ken Griffey Jr and GT's Mike Piazza could find themselves involved in a 'pitch' battle the like of which has never been seen before ●



All-Star Baseball looks stunning even on a still screenshot. I just wish that you could see it in motion, because then you really would be impressed!



aseball

Leagues waiting to bat, I'll bet it won't be long until the first Home Run is hit...

Source(s):	Acclaim
Materials supplied:	Press Kit
Extra information:	None
Development location:	USA
Playable version:	Not yet
Percentage complete:	75%
Estimated release date:	April

itcher?

Acclaim continue to push back the boundaries of expectation, showing other developers just what the N64's built in hi-res mode is capable of! A-SB is so ultra realistic that you could quite easily be watching – or more accurately taking part in – a television broadcast!

Bumper List O' Facts

The game is brimming with enough features to keep even the most hardened stat junkies going for months. Here are just a few:

- All-Star Baseball '99 features all 30 Major League Baseball teams and more than 700 MLB players. In addition to that, expect to see all the official MLB stadiums in beautiful rendered detail.
- Hi-res graphics, the likes of which have only been seen before in Acclaim's own massively successful NFL QB Club
- More than 500 motions: catcher and baserunner collisions, wall catches, running throws, sliding catches, jump and pivot throws, broken bats, injuries, dives and kneeling throws. There are even more than 100 unique batting stances
- Player injuries affect season
- Track season-long statistics, including in-game highlights with colour photos and updates
- Roster management: trading, creating, signing and releasing players, creating new teams etc.
- Pitchers scouted by 1997 NL MVP (Most Valuable Player) Larry Walker of the Colorado Rockies
- Rain, dust and various other climate animations
- Advanced in-game strategies – hit and run, bunt and slash (sounds like one for Noely!), the squeeze and suicide bunt, or the double switch. Nice
- Multiple camera angles and spectator views
- Instant replays from any angle (just like QB Club's mind blowing replay mode)
- Play-by-play commentary by top MLB commentators John Sterling and Michael Kaye
- Seven game modes: spring training, season, playoff, World Series, All-Star game, home-run derby and trivia game
- End of season awards

Countdown to the World Cup 1998

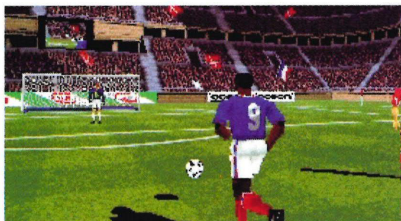
With World Cup fever reaching, well, fever pitch, four of the biggest software houses are competing for your cash. **Alex Lee** assesses the chances four rival footy games have of grabbing World Cup glory come June

UEFA Soccer

Ocean/Infogrames

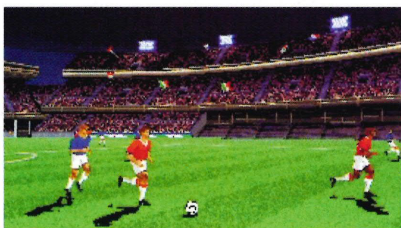
GOALS FOR:

The UEFA license – Not only will Ocean be able to use club teams and real player names from Arsenal to Zubizarreta, but it'll also be able to feature all the European international squads



Having its head office in the trendy Castlefield area of Manchester, Ocean Software could do worse than use some of Man Utd's megastars (such as use some of City's players) to perform motion capture and give advice in the planning stages

Splashing out on the UEFA license (rumoured to have cost Ocean in excess of £100,000) shows the company mean business – anything less than a phenomenal footy game would see Ocean lose face and money



GOALS AGAINST:

As Ocean have acquired the UEFA license, the edge will be taken off the whole thing as the leading outfits from outside Europe such as Brazil and Argentina will have to be conveniently ignored. Either that or merely have the teams in, but not the real players. Ocean, as big an operation as it is with sister offices in Lyon and Paris, is known for being a hit and miss software house – a bit like Andy Cole's reputation as a footballer. This applies even more so to its licensed games such as the ill-fated Mission Impossible (still nowhere near ready on the N64 after being covered in the specialist press a year ago) and Jurassic Park on the 16bits – a plodding dinosaur of a game. Soccer Kid, an awful Americanised 'Street Soccer' platformer, was published by Ocean on the SNES five years ago

Recent Form: 8/10

Although Ocean has no N64 footy pedigree, the two games it has managed to get out on the N64 so far have gone down well with mags and punters alike. MRC, given a review score of 80% in issue three, hit the top five and has to date sold well over 60,000 copies. Fighter's Destiny (89% – issue five) has been universally acclaimed as the N64's best beat'em-up and Chameleon Twist, the nearest anyone has so far got to Mario 64, scored 81%.

These factors augur well for a software house that seems to have got its act together in time for the 64bit generation, if not for the '98 World Cup

Chances of a pre-World Cup release

Pretty slim. Cunningly going for the UEFA license has bought Ocean much-needed

development time. The next Champions' League doesn't start until late August, so it's more likely to hit the streets pre-Christmas than pre-World Cup

N64 Pro Prediction

UEFA Soccer '98 will be a good game when it arrives, but the fat lady'll have sung the last words of her World Cup song long before the game graces our favourite console

International Superstar

GOALS FOR:

Three tremendous footy games on the Jap N64 and a brilliant one on the PAL N64 already in the trophy cabinet

Konami is the undisputed king of sports sims, regardless of what EA reckon. Give us quality over quantity every time

The Japanese development team working on the game has boundless enthusiasm about football and value its place in the worlds of arcade and home console gaming

Here at N64 Pro we just can't get enough of ISS 64 and its sister Japanese title Jikkyou World Soccer 3

GOALS AGAINST:

EA currently hold the FIFA license, so ISS '98 won't have the real players' names. This will be offset, however, by Konami's typical meticulous attention to detail. The footballers may not have their real names, but you'll be able to pick out the likes of Seaman, Gascoigne and Ravanelli



Acclaimsports Soccer

Acclaim

GOALS FOR:



With no real history of footy games, Acclaim's title is very much the underdog in the race for World Cup honours and, as Barnsley proved by beating Man Utd in the FA Cup this season, minnows aren't always scared by the big fish

NHL Breakaway – 90% from Noely this very issue – took us all by surprise and proved that Acclaim is capable of producing top-notch team sports sims outside the American football gridiron

GOALS AGAINST:



The underdog thing could work equally well against them – okay, so Barnsley won at Oakwell in the FA Cup, but they got dicked 7-0 at Old Trafford in the league

Insider information at Acclaim points towards a lack of confidence in Acclaimsports



Soccer, at least at the time of writing, in the face of such strong opposition from soccer giants EA and Konami

Recent Form: 9/10

Although Acclaim, like Ocean, haven't so far released a soccer game for the N64, the Knightsbridge-based company has a trophy cabinet full of strong N64 titles. NHL Breakaway (90%), Extreme G (91%), Turok (87%) and NFL Quarterback Club (86%) are all worthy purchases

Chances of pre-World Cup release

Currently slimmer than an acute anorexia sufferer. As it's Acclaim's first effort at a footy sim on the N64, the company is likely to hedge its bets and wait for a safer pre-Christmas release. Or even can the whole thing altogether

N64 Pro Prediction

All good things come to those who wait seems to be the message here – and it looks like Acclaim will be shrewd and continue its policy of quality over quantity. If, at the end of the day, it's not up to scratch it won't even unzip its tracksuit.



World Cup '98 EA

GOALS FOR:



The FIFA license is the big one and worth two goals in EA's favour.

Over the years, EA has sold more games than it's had any right to due to its aggressive policy of buying up all the important sports licenses such as NHL Hockey (Mega Drive, SNES, PlayStation), NBA Live (PlayStation) and PGA Tour Golf (all formats).

FIFA Road To World Cup '98 proved not only that EA was prepared to learn from its mistakes, the biggest howler being FIFA 64, but also that a Canadian development team could more than adequately cope with the rigours of producing a playable footy game

GOALS AGAINST:



Although FIFA RTWC '98 was a vast improvement over the abominable FIFA 64, it still isn't fit to lace ISS 64's boots



Soccer '98

Konami

Recent Form: 10/10

If ISS '98 was a horse it would be Red Rum in its seventies' heyday. There's absolutely nothing to suggest that ISS '98 will be anything less than a true world-beater. ISS 64 scored 93% in N64 Pro, and Jikkyyou an amazing Import Round-Up 5/5 last issue

Chances of pre-World Cup release

ISS '98 will definitely be out in time for the World Cup, no question

N64 Pro Prediction

Okay, so EA holds the FIFA license which, as an old person would say, is a license to print money, but Konami are the kings of footy on the N64 and ISS '98 should prove beyond doubt that a software house can still produce a triumphant footy game without relying on the use of an official stamp

Will any of these footy titles be able to top the playability of the original ISS64?



Recent Form: 9/10

FIFA RTWC '98 took the N64 world by surprise in that it was actually pretty good and scored a commendable 87% in N64 Pro. Madden 64 went one better and proved to be the benchmark N64 American footy title, scoring 90% and earning a rare N64 Pro Stamp Of Approval

Chances of pre-World Cup release

The betting closed on this one as soon as EA acquired the FIFA license. World Cup '98 will be there come June, taking on ISS '98 for the summer number one spot

N64 Pro Prediction

World Cup '98 will get to number one – EA's massive marketing push will see to that – but ISS '98'll be the game we'll be playing long after the floodlights go out in France



Peripheral

Vision

by Noely

Back once again... Back once again... Back once again it's the renegade Noely since I've regained the reigns from Alex. This month there's been a bit of a rubber theme as I speed through what's hot and what's not on the Peripheral scene

Jolt Pack 256



Fire International
01302 325 225

Fire have made improvements to their 256 Jolt Pack by improving the level of 'jolt' experienced by the N64 gamesplayer. This new stronger action pack comes complete with a 256k memory pak (meaning no more annoying swaps between the two) and all for the rather reasonable price of £14.99

SCORE:



Trident Pro Pad



Spectravideo 0181 902 2211

We've had these pads for a while, waiting for a suitable opportunity to review them. In the meantime Logic 3 have been making improvements to the design. It still features an auto fire and slow motion features. Only the pad now has a rubberised coating which helps improve your grip even when held in the sweatiest of palms (trust me, we tested it on Steve). That aside, the Trident Pro Pad is not too far away from Nintendo's controller in

feel if not exactly in looks. The analogue stick offers more resistance than the official controller, not a great deal, but enough to be noticeable and it's something you must get used to. This pad is a little less ergonomic than the official controller. It's more angular and spiky in places. In particular, there's a little ridge on the underside of the controller that I found uncomfortable, though Steve 'Fingers' McNally didn't seem to notice it. Either that or he was being deliberately contrary (for a change). Despite this small niggle, the Trident Pad is a functional pad and good value at £24.99.

Like a rubber pad it comes bouncing back to you

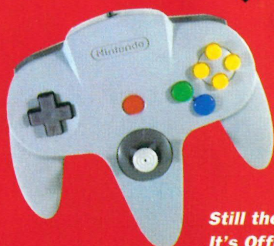
SCORE:



Peripheral Chart

The updated list of top five peripherals as voted for by the N64 Pro team

- 1 Nintendo hand controller -**
The first and best for looks and lastability
- 2 Datel Action Replay -**
cheat your pants off with consummate ease
- 3 LX4 Tremor with 1Mb Controller Pak -**
best value rumble/mem combo
- 4 Top Gear Steering Wheel -**
This wheel's on fire!
- 5 LX4 Steering Wheel with Rumble Effect -**
innovative and nice looking



Still the No.1
It's Official!



The best of the rest...

Steering Wheels

Ultra Racer 64 - £29.99 - **4.5/5**
InterAct 01204 579125

VRF1 X-Cellerator - £69.99 - **4/5**
Fire Int 01302 321 905

LX4 Steering Wheel - £79.99 - **3.5/5**
LMP 01992 503 133

Rumble Paks

Official Rumble Pak - £14.99 - **4/5**
Nintendo 01703 653 377

Shockwave - £24.99 - **4/5**
Datel 01785 810 800

Interactor - £24.99 - **4/5**
Datel 01785 810 800

Hand Controllers

Shark Pad 64 #2 - £24.99 - **3.5/5**
InterAct 01204 579125

LX4 Controller - £24.99 - **3/5**
LMP 01992 503 133

NS 64 - £24.99 - **3/5**
Powerplay 01457 876705



Trident Pad

Spectravideo 0181 902 2211

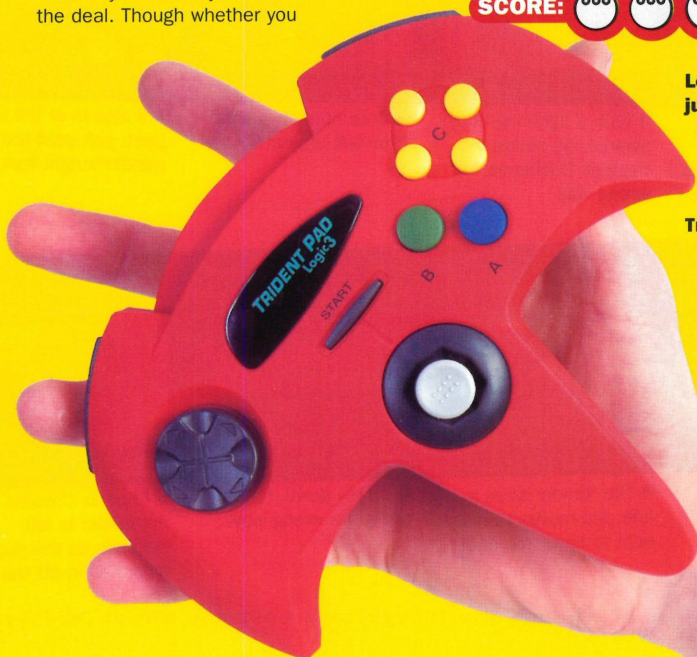
The Trident Pad is identical to the Trident Pro Pad except this one doesn't have the extra auto-fire or slow motion features. At £19.99 you'll save yourself a fiver on the deal. Though whether you

actually feel like forking out will depend on whether you feel comfortable with the design in the first place. I recommend you try it out first. Not everyone suits rubber!

SCORE:



Logic 3 have got just the pad for kinky sorts with a fetish for rubber. A 'rubberised' Trident Pad



News

From the Periphery

*I'm an Emulator,
Gameboy Emulator.
Hey, hey,
hey!*



Do those techy wizards at Datel ever stop? Not content with sticking to Action Replays and the like they've gone and conjured up this lovely little creation, The Gameboy Emulator. Remember the Super Gameboy for the SNES? Well the Gameboy Emulator cartridge will work in much the same way, allowing you to play Gameboy games on your N64 in full colour. As you can see from the photo, the cartridge slots into your N64 and claims to 'support all games including Super Gameboy developed titles.' As with the Super Gameboy, the Emulator lets you alter the colour palette thus allowing you to play the games in the colour of your choice.

But that's not all. Datel have gone one better by combining the Emulator with something that Datel do best, namely cheating. The Gameboy Emulator is also a fully functioning cheat cartridge. So not only will you be able to play all your favourite Gameboy games on your N64, you'll also be able to cheat your way through them all using infinite lives, unlimited energy and extra power from the Emulator's in-built cheats menu.

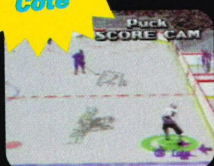
We reckon this looks pretty smart, particularly given that the Gameboy market is one that has stood the test of time. So Datel's decision to beat Nintendo to the punch by releasing a Gameboy Emulator for the N64 looks like an extremely shrewd one from where we're standing. Rest assured, we'll have a full review of this piece of kit as soon as we get our paws on one.

Six of the best 5

Action Replay

The current office favourite sports game is the fine ice hockey simulation NHL Breakaway '98. It only seems right, therefore, to use some of our best goals from Acclaim's spot-on skate'em-up

Goal A Adding The Final Cote



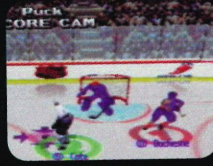
1 Cote receives the puck on the right wing, deep in his own half



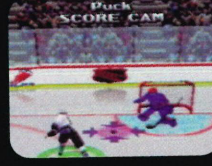
2 He cuts inside, taking advantage of the powerplay, gathering speed as he goes



3 Barging through the centre, there's only defender Duchesne and the net minder to beat



4 With a lightning body swerve, he sends the hapless Duchesne the wrong way

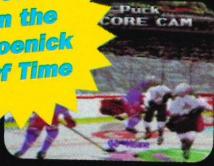


5 Cote rifles in a shot from left of goal

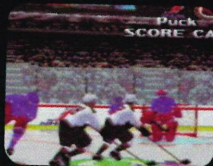


6 It zips in at the near post, just past the net minder's right foot

Goal B In the Roenick Of Time



1 Keane and Tocchet battle it out for possession of the puck



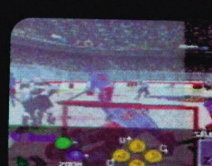
2 Tocchet's strength and persistence pays off and it breaks for Roenick



3 He beats two eager team-mates to get in a rasping shot on goal



4 The 'tender sees it late and moves to his right to cover the shot



5 Oh my gawd, he's going the wrong way!



6 Phoenix Coyotes' netminder is left helpless as the puck smashes in off the bar

Vote for Goal of the Month! Tell us which goal you thought was best and win an N64 game of

Tricks of the Trade

Lure the last defender

When faced with a two-on-one situation in attack, wait until the defender approaches, hit the pass button, then hold the shoot button down before the puck reaches your other forward. Your powershot should fly in

Take the puck by any means

When defending, hit the bottom C button to change to the nearest player and when the attacker tries to get past hit the right C button, followed by the pass button to turbo into him and dispossess him

Your strengths, their weaknesses

Learn which players are right handed and which are left handed. A left handed player can get past a right handed player easily with a quick swerve to the right and vice versa

Goal of the month, February

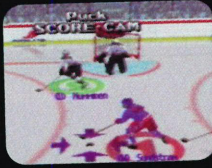


Goal F, Mark Hughes-style volley – The lucky winner of a game of his choice is Chris Doyle from London

Goal C Sundstrom on an icy Day



1 Sundstrom peels away from Rangers' Janney



2 Keeping the puck close to his stick, Coyotes' left-hander takes on Numminen



3 Tricky skatework takes him inside the defense



4 He's surrounded by defenders, but he doesn't care!

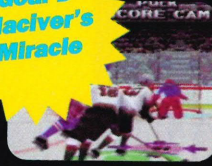


5 A swift left-handed snapshot is the best option here



6 The Rangers' defense is collectively gutted as they beat their sticks on the ice

Goal D Maciver's Miracle



1 The chase is on as the Coyotes tear into New York's defense



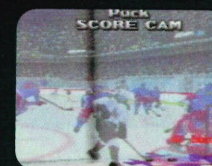
2 Any defense would look sluggish with Maciver attacking them at full tilt



3 Maciver, who's broken from his own defensive line, finds himself clean through



4 Leetch's last-ditch lunge might just stop the puck going in

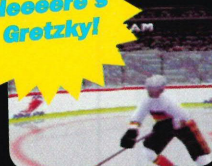


5 Showing unbelievable composure, Maciver slips the puck in from the tightest of angles



6 Supporting forward Roenick turns away to join in the celebrations

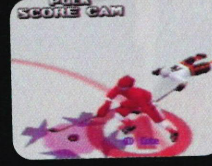
Goal E Heeere's Gretzky!



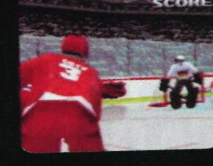
1 Cote's shot comes back off the plastic and the German defender looks to take the puck



2 But Cote's back in like a flash, taking no prisoners



3 The stunned German's on the deck as Cote looks for Wayne Gretzky



4 Gretzky, Canada's greatest-ever player, makes his run late

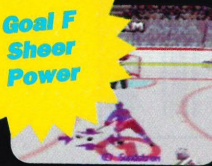


5 He's timed his run to perfection and hammers in an unstoppable first time shot on goal



6 Observed by the bewildered German defense, Gretzky's finish is reminiscent of his halcyon days in the '80s

Goal F Sheer Power



1 As Sundstrom bears down on goal, Rangers' netminder is shaking in his skates



2 Tkachuk, who was used for NHL Breakaway's motion capture, is left trailing in Sundstrom's wake



3 Steadying himself, Sundstrom slows down to tease New York's defense



4 He taps the puck to the left for a hefty crack on goal



5 It's in! He's bang on form today! That's his second!



6 If the net minder had got in the way of that, he'd have lost a leg!

your choice! Write to: Goal of the Month May at the usual Freepost address before May 31

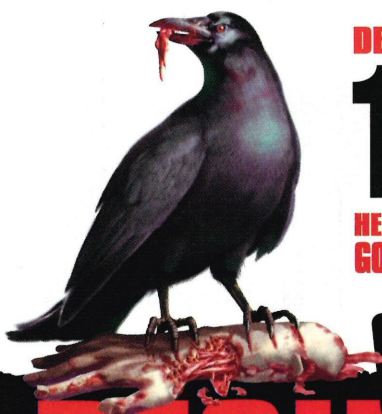
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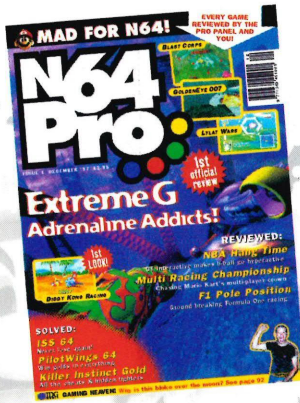
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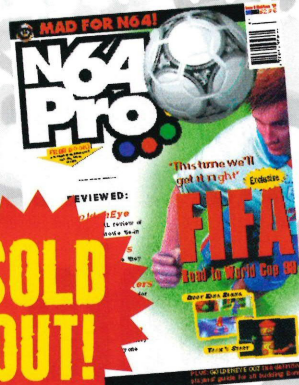


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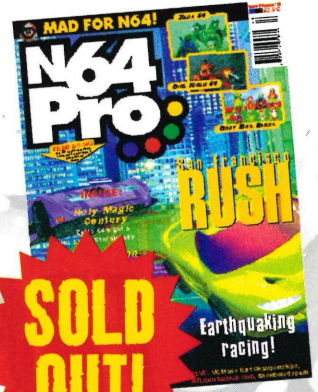
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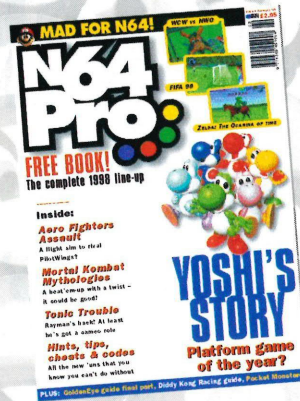
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Free Gift: Video
Inside: Extreme G, PilotWings, Killer Instinct Gold, Super Mario 64, Mario Kart 64, Shadows Of The Empire



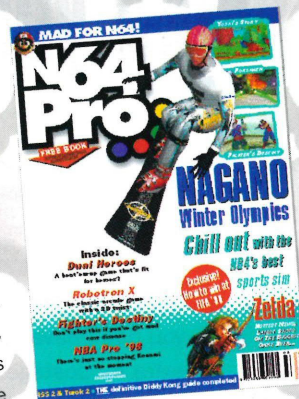
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Inside: FIFA RTWC '98, War Gods, Top Gear Rally, Dark Rift, Mischief Makers, Bomberman 64, Lylat Wars



Issue Three January
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Issue Five March
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Inside: Nagano Winter Olympics, Zelda 64, Snobow Kids, Yoshi's Story, Fighter's Destiny, Aero Gauge



Issue Six April
Cover: Snowboard Kids
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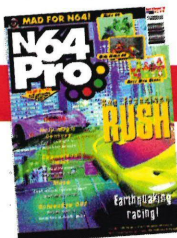
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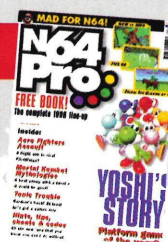
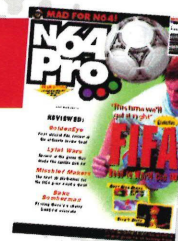


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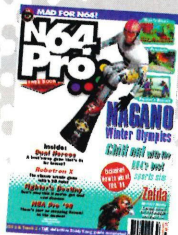
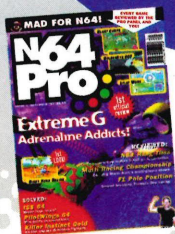


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THE BIGGEST GIVEAWAY EVER 2!

We never thought we'd come near the quality and value of last month's Giveaway, but we have! And this time we've remembered to include a space to fill in your name and address. Good luck – it's free to enter

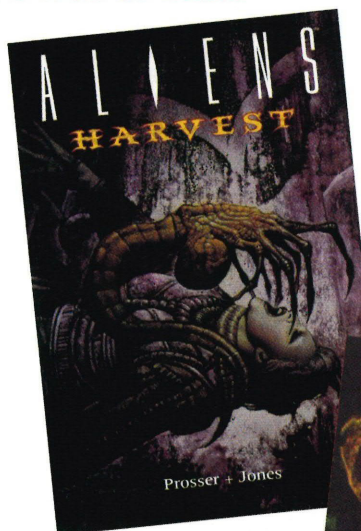
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Question 1

10 Landlock videos (only for readers 15 and over)

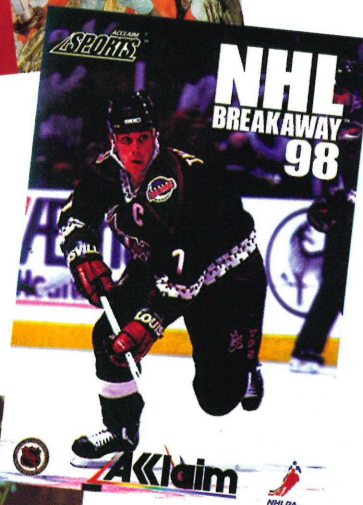
Soz about all this censorship lark, but what can we do? It's the law



Question 2

5 Alien: Harvest graphic novels

Doesn't even matter if you can't read. Enter this, win and look at all the great pictures



Question 3

5 NHL Breakaway carts

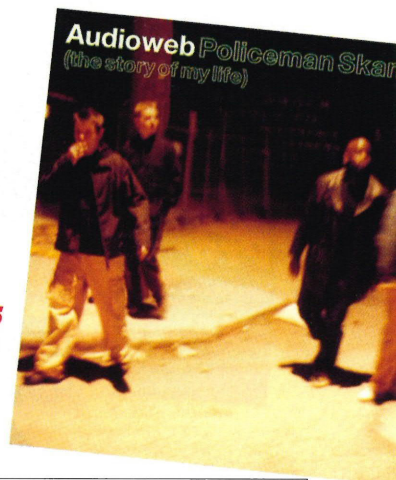
Good old Acclaim are weighing in heavily here with five copies of their amazing ice hockey game



Question 4

10 Wes Craven T-shirts

The latest film from Wes Craven stars Robert Englund of 'Freddy' fame. You can win one of 10 limited edition movie T-shirts



Question 5

10 Audioweb CD singles

Policeman Skank is the new single from one of Manchester's many fine bands, Audioweb

N64 PRO COMPETITION WINNERS from issues 2-5: Rumblefest (Answer: George Foreman & Muhammed Ali) – Warren Quinn, Galway, Paul McMurdo, Preston, Andrew McDowell, Belfast, D. Bell, Redcar, Sam Woods, Chester Goal Of The Month January (Answer: Goal F, Far post first time volley) – Paolo Wyatt, Reading Goal Of The Month February (Answer: Goal F, Mark Hughes-style volley) – Chris Doyle, London FIFA RTWC Jacket and Cart Competition (Answer: Italy) – Jacket & Cart winners Iain Smith, Liverpool, J. Goodrum, Norwich, Thomas Baker, Surbiton Cart winners Michael Parker, Southampton, Mark Conway, Limerick. Congratulations to you all!

Zelda 64 Giveaway

200 copies of Zelda 64 up for grabs for free! See page 14 for details



Entry form

Answer as many or as few of the questions as you like, but remember, you have to be in it to win it! Or something

PLEASE PRINT YOUR ANSWERS CLEARLY

Question 1

10 Landlock videos (only for readers 15 and over)

Which famous Manga movie shares its name with the first name of one of N64 Pro's writers?

Question 2

5 Alien: Harvest graphic novels

In what year did the first Alien movie make its debut?

Question 3

5 NHL Breakaway carts

Who did Acclaim use for the motion capture in NHL Breakaway?

Question 4

10 Wes Craven T-shirts

Which comic strip character wears a jumper like Freddy Krueger's?

Question 5

10 Audioweb singles

Which superhero is known for his web-slinging capabilities?

Question 6

3 David Duchovny videos (only for readers 18 and over)

Which cult sci-fi series does Duchovny star in?

Question 7

A copy of Alien vs Predator - a 12 magazine compilation worth £25

What was John Hurt's character name in the first Alien movie?

Question 8

5 Ice hockey shirts

Which ice hockey team won the 1998 Nagano Winter Olympics?

Question 9

5 Superman Transformed graphic novels

Name Superman's 'real' parents

Entries to be in before April 30. Send to **Biggest Giveaway Ever 2, N64 Pro, FREEPOST, IDG Media, Adlington Park, Macclesfield SK10 4YE** (Photocopies of this form are okay)

Name:

Address:

Post Code: Age:

Signature

Question 6

3 David Duchovny videos (only for readers 18 and over)

If you're over 18, you can enter this. If you're a minor then forget it. You're not old enough. Sorry

Question 7

Win a copy of Alien vs Predator - a 12 magazine compilation worth £25

Find out who wins one of the most violent scraps of all time

Question 8

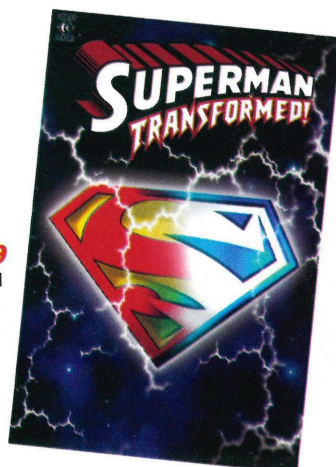
5 Ice hockey shirts

Acclaim have kindly agreed to give away five shirts as worn by the professionals - worth £50 each!

Question 9

5 Superman Transformed graphic novels

Titan Books, ludicrously generous souls that they are will give five of our lucky readers the chance to be a part of this defining moment in the life of the Man of Steel! Don't miss out



Write to: N64 PRO, Freepost, Media House, Adlington Park, Macclesfield SK10 4YE or email: alexl@idg.co.uk

In case you didn't realise, senders of the Letter Of The Month get a goody bag full of Spook peripherals worth £100. So write in with an eloquently argued topic of discussion and you could be 'peripheralled up' to the hilt. You'll also see your name in print and feel all famous and be the envy of all your mates. **ALEX**

Mark wrong? Surely not!

With reference to Mark Hattersley saying that he 'Only needs Zelda to come out so he can call this an A-Z without whistling and quietly hoping nobody will notice' is a load of bull. Just look at the list of games in issue five. Go on now, tell me you have games with the letters J, O, Q, R, X and Y at the beginning in your otherwise faultless magazine.

Also, I would like to ask a question. I own one game at the moment, the superb DKR. But which game should I get next? Super Mario 64, Lylat Wars, Mario Kart 64, FIFA '98 (yes I do know about ISS 64) or GoldenEye?

The only problem is that I only have one joypad at the moment and I have played DKR at my mate's house on four player, so should I wait and get another joypad, as DKR is marvellous on two-four players also?

P.S. I don't know where you live, but I will hunt you down and drink your blood if you don't answer these questions. Have a nice day!

— **Andrew Faul, West Bromwich**

**'I will
hunt you down
and drink your
blood if you don't
answer'**

take your point. Since the issue in question, we've reviewed Jikkyou World Soccer, Oozumo and Yoshi's Story, so we're nearly there!

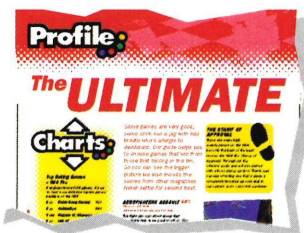
From the selection of games you asked about, FIFA '98 is marginally the worst choice, as all the others are pretty much essential purchases. Lylat Wars, however, has been accused of lacking in longevity. Get another game before you get another joypad – you're missing out on too much. You can always come back to Diddy Kong Racing in the future.

F-f-f-fly talkin'

Heh heh! This is the king! I call upon the peasant, by one named Chris Blowers of Essex! Yo' foolishly try to convince all of those faithful N64 Pro readers that yo' are the meister of Mario Kart's Mario Raceway. Huh! Yo' don't know the king!

As Toad bein' my chauffeur, I'm ready to bust yo' wide open wit ma all embracin' powerslidin' 'n' constant pussy-driven madcap ramblings as I ply the pressure 'til yo' crack 'n' I beat yo' time tenfold! Then see yo' screamin' to yo' mamma like yellow pussy flows! Huh.

— **Alex McLeod, Derby**



How can I refuse, given such a threat? An A-Z doesn't necessarily mean every single letter in between, especially when games with a certain initial don't even exist, but we



Dredd, man. Respect is due to yo' superfly muthaf**kin' mushroom cloud inducin' drivin' skills. Seed. N64 Pro posse in the house mashin' it up royal stylee

Respect Not Due

Congratulations on a true magazine dedicated to the N64 gamesplayer! Not only do you give fair and true comments about the games, but you also speak your minds about the state of industry in the UK, US and Japan. Referring to your Worldwide release schedule on page 11 of issue five, March '98, how can Nintendo or THE Games be justified in releasing six new titles in '98. I have to admit you don't bring much hope to the UK N64 gamer!

You have probably guessed that I am not your 15-19 year old, recently left school, totally dependant on carts bought with help from my parents, but a 30 year old N64 player who bought his N64 in January '97 with full screen and full speed at a cost of £250 knowing what a truly advanced piece of hardware it was then, still is now and will be in the future.

Letter of the month

**James
Thomas wins
an InterAct
peripheral of
his choice**

Subbuteo Fishing – Just Flick To Fish

I know fishing games are a bit on the boring side (my apologies if you're a fishing fanatic), but the sheer shape of the new Ultra Racer, would bring about a whole new style to the game of fishing.

The blue and right buttons would control which way the fisher would be facing. The ingenious steering wheel thingy on the top would control the way the line goes into the water. Maybe you could fit a rumble pak onto the Ultra Racer to make you aware that you'd caught a fish. The two upper yellow buttons might control whether you sit down or stand or do a little dance (only joking!).

Maybe the remaining two yellow buttons could change the view just like the classic Mario 64. You could go up close to the fisherman in the heat of the action and zoom out to admire the beautiful scenery and



Back



To all those people who keep moaning on about the price drop of the console or about the lack of playability (compared to pl**Station), whoops forgot to give it the respect it deserves and missed out a capital Pee, either –

1) Invest in the best and get yourself an import machine and start playing all the hot new titles from the US and Japan i.e. Yoshi's Story (completed), Goeman 5 (completed) by the way what a top title, a totally new way of interacting with a Japanese RPG, worth 87% of anybody's time and appreciation. Or,
2) Get yourselves one of those highly sought after Doctor V64 devices complete with CD full of awesome treats and recoup some money back off the 'Big N'. I currently have a catalogue of sixty-seven, yes 67! titles at my disposal with my current favourites – Yoshi's Story, Snobow Kids, Robotron 64, Nagano Olympics, Fighters Destiny, Wild Choppers, Sim City 2000, Fire Electric Pen, Wayne Gretzky '98 and Aerogauge.

The only problem you might have with option 2) is that you will have your mates calling 'round to challenge you all the time! Congratulations to all the team at N64 Pro for a top class mag. Cheers! Is there any chance of using my skill and knowledge by becoming a reader reviewer?



**1080°
Snowboarding**
– rad and bad

**'You agree
with all of your
reader's
comments'**

P.S. By the time you print this I should have a copy of 1080° Snowboarding and, wait for it, Legend Of Zelda – Ocarina Of Time!
– **Steve Baxter, Richmond**



We know for a fact that at the time of writing Zelda has gone into Beta testing, so it won't be a surprise if an early version somehow 'leaks' out. As for the other titles you mentioned, we've played them all. There is undoubtedly a big market for import enthusiasts such as yourself and we're just as aware of it as you, it's just that many of our readers fall into the category you described and are PAL owners. We'll add your name to the ever-growing list, Steve – it'll be good to see what you think of future releases being 'one of us' i.e. seriously post-teenage!

A Few Problems

I just have to congratulate you on your excellent magazine, which I have now subscribed to. It is truly brilliant but has a few minor problems. I know you don't like having to put up with whingers like me, but I am just helping you make your brill mag a super brill mag. Here are a few of your problems –
1) You can't please everyone. You agree with all of your reader's comments, even though they are just their opinions such as Adam Magrill's. In the January edition Adam made a

comment about Extreme G lacking gameplay and lastability which you agreed with. I have recently bought a copy of Extreme G and found it to be excellent.

2) You are always slagging off the Official Nintendo Magazine when it's a lot better than your mag.

3) In your Cheat book edition 2 you gave the code for Extreme G's secret track. I tried this five times all of which failed to work. I then flicked through 'Official Nintendo Magazine' and to my surprise I found the same cheat written differently, I tried this one out and it worked first time. For all you readers with the wrong cheat here is the correction...

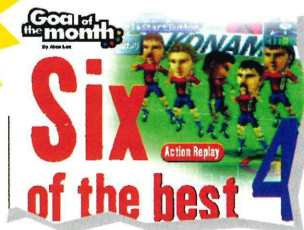
N64 Pro (wrong) 81GGD2

ONM (correct) 81GGD5

4) Your magazine does not give out prizes for letters, pictures etc.

I think that should just about do it, don't you? Remember, the customer's always right.

– **Jonathan Gaynon, Oldham**

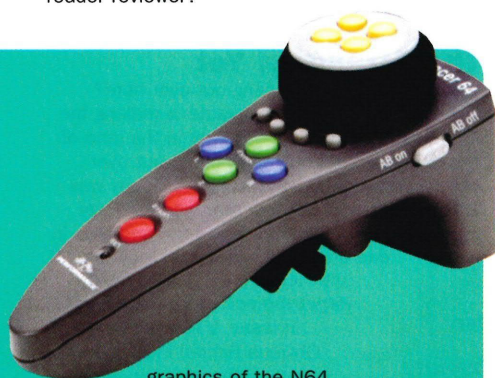


1) You have 'recently' bought Extreme G, so how can you comment on its longevity? I agreed with Adam Magrill, I disagree with you.

2) I don't remember ever slagging off the Official Nintendo Magazine.

3) The version of Extreme G I reviewed was a final pre-production cart. The cheat worked on that – Acclaim did not inform me of any change in the final version which went on sale, but thanks for pointing it out anyway.

4) N64 Pro gives out prizes for Letter Of The Month, senders of the best hints, tips, cheats and guides, correct Six Of The Best entries and competition winners. The feeling among the vast majority of readers who write in is to not have a 'reader art' page as it would ruin the overall feel of the mag. If you'd prefer to have your letter answered by a cartoon seal, then fair enough, but don't send your correspondence here! And next time number your questions correctly – If you've kept a copy of your letter you'll know what I'm talking about.



graphics of the N64.

P.S. Any minor modifications would not be offensive because I am rather pleased with my idea.

P.P.S. Your mag is a stroke of genius.
– **James Thomas, Cheshire**



James, mate, you're well and truly off your rocker. It's good to see creative thought processes and logical, systematic thinking... but there's no evidence of any of that in your letter. You're a bit mad aren't you? Still, your letter cheered us up because it arrived on a particularly grim day. Have £100 worth of Spook peripherals on us for free

► Awestruck

After seeing your magazine in the shops, I was awestruck by the clean and tidy design. On a different note, after reading all the news about the '97 SpaceWorld, I can't help but feeling that Nintendo is confused about its own identity. Nintendo seem to think that they can solely rely on the Pocketmonster phenomenon to sell the 64DD in Japan.

Maybe that's true for Japan at the moment, but what will happen if the whole Pocketmonster phenomenon fades away? What Nintendo has to do, is something very simple, but it doesn't seem to understand it. Nintendo needs more RPGs and better beat'em-ups.

It's okay for now to push Pocketmonsters, but ignoring traditional RPGs is very unwise. Nintendo cannot rely on Pocketmonsters in the West to sell the 64DD. Yamauchi can babble on about derivative software ruining the market, but the N64 has an incredible amount of mediocre software after only one year. And because of the low number of titles available, people have little choice but to buy what Nintendo wants people to buy, or just go for a PI**Station. What I think Nintendo needs to do, is to get back to their roots and concentrate on making great video games, not toy-ish gimmicks.

They need to get the 64DD out at a pricepoint around \$75 with an extra killer-disk for free (Like the F-Zero expansion disk, or... gasp... Zelda DD) Which brings me to another point concerning the 64DD – the expansion disks. I hope Nintendo and the software developers realise that by using this strategy, they leave very little room for much software of the same type.

For instance, if wipEout 64 is released after F-Zero, there will be less reason to buy the game. This is because of the expansion disks.



Instead of being tired of F-Zero and going for another futuristic racing game, people now just buy an expansion disk to increase the longevity of their game. This means that software developers have to think twice before they start developing for the 64DD (which in turn, can be a good thing or a bad thing). Keep up the good work.

– Arthur Arts, Holland

'Developers have to think twice before they start developing for the 64DD'



A lot of salient points well put, Arthur. The trouble with fads, such as

Pocketmonsters, is that they basically take over countries such as Japan so as far as Nintendo are concerned, their policy of jumping on the Pocketmonsters phenomenon is a sound one. I see your argument, but I don't think you need worry about the overall worldwide quality of software suffering. Yes, there's a lot of dross out there, but there are still several N64 games that are light years better than games on other, lesser consoles and there're many more on the way. As for the 64DD coming reasonably priced with a free disk, I think that's a case of wishful thinking.

Officially The Best

I am writing to tell you that your magazine is the best even compared to the Official N64 mag. I think you're doing great. Keep up the good work. The main reason I wrote in was because of the review that you gave Madden Football 64 in issue 3. I read the review and thought it sounded good. The next day I went to the games shop to see if they had it and to my luck they had one copy left. So I quickly grabbed it and paid £45 for it. I ran home and started to play. At first it was too hard but then I got the hang of it. I agree totally with the review and that the only let down is when you make a touchdown the crowd don't cheer. I don't know what to buy next. I want a football (soccer) game so what do you think is best – FIFA '98 or ISS 64? Please help. P.S. When are you planning to do another video on the front of your magazine? P.P.S. Will Grand Theft Auto find its way onto the N64?

– Matt Spiller, Bristol



All N64 Pro reviews are honest assessments. There's no point in hyping up a game that's no good because if someone, like yourself,

bought it on our recommendation and it turned out to be rubbish you'd stop reading the mag. It's as simple as that. We'll be doing another video in the fullness of time – exactly when is a closely-guarded secret so the 'competitor' mags can't sos anything about it. Grand Theft Auto, given its 'controversial' content, won't appear on the N64.

The Strangest Yet

Why is Cruis'n USA coming out over here? From what I've heard, if a game is making the Master System look classy over in the land of the rising sun, then it won't come out over here, but not only is it making its bloody way over, but it's also been an absolute age since its original release. Late and crap in one unique package. Did they think if they left it long enough we'd forget the endless slating it got? In issue 5 that letter, 'Obvious School Project #1' was the strangest yet. He said, 'Please don't slag our beloved PI**Station' then he blatantly tried to put down the N64 and the N64 Pro reviewers. Well, please don't slag our beloved N64 and reviewers, or I'll have the 'r' in your second name removed Robert Gray.

Have you noticed that every time the price goes down on the N64, the controllers get lighter (as in less heavy)? Nintendo need to use a company who are well known for decent fighting games (Capcom/Namco). No wonder most of them have been duds as all they've had is newcomers and people who have already been proven to be bad/average

'It's also been an absolute age since its original release'

Back



**'Nintendo
need a company
who are well
known for fighting
games'**

(Clayfighter 63.33, Dark Rift). They also need a good horror game like Resident Evil.

— Sam S, Enfield



Crude'n USA + Brit release = nobody's perfect. Let's just hope Nintendo learn that budget games needn't necessarily be poor quality

ones. Your sentiments about Master Gray are obviously heart-felt and reflect the opinion of the vast majority of our readers. I beg to differ regarding the weight of the hand controllers – maybe your wrists have become stronger over the months from so much games playing? You're right about Nintendo needing Capcom/Namco – the two companies served them well on the SNES. As for a horror game, the nearest we're likely to get on the N64 is Zelda or, if we're really lucky, an all-new version of the SNES schlock horror classic Zombies Ate My Neighbours.

Impatient Bast

SEX! That got your attention didn't it? But seriously, I wrote this letter because I think the layout and content of your magazine is outstanding. I bought your third and fourth issues because of the low cost and wet my pants reading them. They're brilliant! However, unable to wait a whole month 'til your next issue I foolishly ran out and purchased a different N64 mag. Please forgive my ignorance. It was then I came to fully

appreciate your masterpiece that is N64 Pro.

The reason I am writing to you is that I am in desperate need of information on Zelda 64.

Your preview has got me so excited that I cut out the screenshots, stuck them onto my TV screen and insanely tried to imagine playing this amazing game. I can't wait. Zelda 64 will wipe the floor with every PI**Station game around.

Also if you wise people do decide to publish my letter I would love for some questions to be answered.

1) I own Super Mario 64, DKR and GoldenEye and I completed each, on all difficulty levels, in 10 days.

These are all amazing games, but shouldn't we be getting a bit more of a challenge for our money?

2) Is it possible to get an invincibility cheat on GoldenEye?

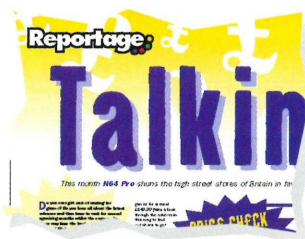
3) Will the 64DD cost less than £100?

4) Why the hell do people continue to buy PI**Stations? They should be locked up.

They're insane!

P.S. I love Talkin' Shop – you guys saved me £12! Nice one!

— Andrew Ley, Manchester



**Your
gamesplaying
skills are
normally
strictly the**

reserve of smug, backstabbing freelancers, but at claims seem to be honest ones. At least after having completed the games you mentioned you could then take on your mates at the latter two and give them a bit of a hammering.

To get the invincibility cheat on GoldenEye you need to complete the 00 agent mode on the facility level in under two minutes five seconds. The DD Brit version will cost, and I'm only making an educated guess here, around £120. People continue to buy PIStations because**

they're decent consoles and very well marketed. Don't tell me you've never heard people going on about how many games there are for it.

GoldenEye Addict

First I must congratulate you on the best mag on the market today, you are the first I have ever stayed loyal to.

Now down to business, your guide on GoldenEye is fantastic, but there is a better way to do the Aztec complex. As you start and have popped off all of the guards in the first room you then go through the door down the small corridor, keeping to the left. Stop about halfway and pop off the first guard and then the one in the background, this way you won't take a hit.

The two men in the two corners will then run to the end of the corridor. Shoot them... you know the rest from here.

But wait. Don't drop down the gap, go across the bridge and to the room straight ahead. Lure the men out and then kill them by standing close to the wall. Now walk down the middle of the room and on the left is a console. Walk up to it and press B. This will open the door at the end of the room on the left (it looks like a giant long console). Now go down the corridor killing the men, through the exhaust bay and then take out the drone guns, turn right and get the body armour. Then head up to the end of the corridor taking out the guy and then get his laser. Go close the grill and take out all of the drone guns (you can't take out the gun in the far right through the grill).

Next turn left and use the boxes as cover take the guards with lasers out in the background. Go up the ladder and open the exhaust bay, then head towards Jaws killing the guards as

you go along. Shoot into the room and Jaws will follow. Lure him through the exhaust bay, and to the room which the smart card is needed and then kill him to get his smart card and open the door. Do the rest as you said in the mag (by doing it this way you won't get the guards with lasers until you launch the shuttle).

I'm quite sure you'll find this way superior to the way you produced it. If

you don't like it, I challenge you to a deathmatch. Name the time – I'll be there...

— Stu Peck, Cirencester



Cheers Stu – if we'd gone into as much detail as you have, we'd have filled six mags with the GoldenEye guide. Now be a good lad and admit that you only got to the Aztec complex by following our guide in the first place.

Profile

The ULTIMATE

Charts

Top Rating Games - N64 Pro

Get all the mags, get all the scores, throw them through a mathematical blender and this is what it spouts out. The most definitive top ten in existence.

1	(1)	Diddy Kong Racing	96%
2	(2)	GoldenEye	94%
3	NEW	Nagano Winter Olympics	93%
4	(3)	ISS 644	93%
5	(4)	Super Mario 64	92%
6	NEW	Snobow Kids	91%
7	(5)	Lylat Wars	91%
8	(6)	Mario Kart 64	91%
9	(7)	Pilotwings	91%
10	(8)	Extreme G	91%

*Numbers in brackets denote last month's position

Top Rating Games - All Mags

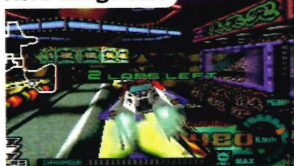
If anybody knows N64 games, it's us. So here's our definitive top-ten games available on the N64.

1	(1)	GoldenEye 007	95.2%
2	(2)	Diddy Kong Racing	95.0%
3	(3)	Super Mario 64	94.8%
4	(4)	ISS 64	93.2%
5	(5)	Lylat Wars	92.8%
6	(6)	Wave Race 64	92.4%
7	(7)	Extreme G	92.0%
8	(8)	Mario Kart 64	91.8%
9	NEW	Snobow Kids	91.0%
10	(9)	Madden 64	90.0%

*Numbers in brackets denote last month's position

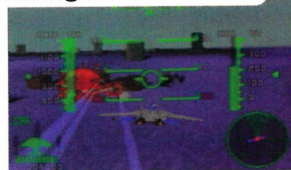
Avoid buying a duff cart and get only the finest N64 games by using our guide to what's hot and what's shite. We've included all the official games and every import that you're likely to find in UK stores. As ever we've included the scores from other mags so you never have to buy them. So do yourself a favour and just read N64 Pro

Aero Gauge 86%



ASCII/ Locomotive US OUT NOW
N64 10% 64 47% NIN N/A TOT N/A
Tear around futuristic courses in this F-Zero wannabe. Incredibly fast gameplay, but the speed has been bought at the expense of the graphics. The tracks are a bit bland and there is a lot of fogging and pop-up. Possibly the most argued about score to date, so take a good look before you buy.

Aerofighters Assault 68%



Titus UK OUT NOW
N64 60% 64 61% NIN N/A TOT 48%
This is a strange blend of flight sim cum shoot'em-up that completely fails to be good at either. Its slow and uninteresting gameplay is combined with dodgy graphics in a hapless attempt to entertain you. Top Gun this certainly isn't and if it's a shoot'em-up you're after, get Lylat Wars instead.

Automobili Lamborghini 76%



Titus UK OUT NOW
N64 67% 64 80% NIN 76% TOT 72%
More racing shenanigans, this time Titus bring us a game with an Italian flavour and an embarrassing name. Unfortunately, they seem to have been more inspired by the Citroen 2CV than a Lamborghini. Slow gameplay (especially in multi player) and twitchy controls make this awkward and unrewarding.

Augusta Masters '98 80%



T&E Soft Jap Out Now
N64 N/A 64 N/A NIN N/A TOT N/A
Ruin a good virtual walk and wear tasteless clothing with this credible golfing game from T&E Soft. Augusta Masters '98 is the first golfing game to appear on the N64 and manages to put in a good performance with solid gameplay and a wealth of features to choose from. The graphics are a bit drab with slightly flat looking course features but the animation on the golfers is good. There are no real surprises to be found here with every feature reminiscent of other classic golfing games. But why change a winning formula? Everything in Augusta Masters '98 works well from the club selection to the post-swing tracking of the ball. The only real sticking point is that there's only one course to choose from which is a bit limited considering the power of the N64, but that aside this is a good, if by no means perfect, rendition of golf.

Blast Corps 89%



Nintendo UK OUT NOW
N64 88% 64 88% NIN 87% TOT 89%
Cause wanton destruction on a global scale with this smashing game from Rare. Drive all manner of demolition vehicles as you clear a path for a runaway missile carrier, and destroy absolutely everything in its way. Refreshingly original, manically tense and incredibly addictive. A right good blast!

Bomberman 64 73%



Hudson UK OUT NOW
N64 50% 64 81% NIN 80% TOT 75%
The original video game urban terrorist returns in an all new 3D outing on the N64. Run about dropping bombs in the path of your fellow 'man and avoid being blown yourself to smithereens. The usual multi player mayhem joins a Mario-style adventure. Good graphics, but the original's manic gameplay seems to have gone missing.

GUIDE to N64 gaming

The Stamp of approval

The N64 stamp of approval is up there with the Booker prize and the Oscar. A mark of excellence only given to the most astounding games. It's our way of alerting you to the best games available in the world.



KEY

N64 = N64 Magazine,

TOT = Total 64 Magazine,

64 = 64 Magazine,

NIN = Official Nintendo Magazine

Chameleon Twist 81%



Sunsoft/ Ocean IMP UK TBA
N64 70% 64 72% NIN 77% TOT N/A
A fine 3D platform game with a number of novel twists (ahem). Not least is having to perfect your tongue action to play the game. Whilst lacking the polish of Mario 64 this is still an enjoyable experience. Unfortunately it's all over far too quickly for the average gameplayer, but it's great fun while it lasts.

Clayfighter 39%



Interplay UK OUT NOW
N64 N/A 64 13% NIN 25% TOT N/A
Oh dear! What's this doing on a super console? A deeply poor game indeed. Flat 2D characters, poor animation combined with abysmal gameplay and sluggish controls make this a dubious and frankly unfunny attempt at a humorous beat'em-up.... I could go on, but let's just say it should have been kiln at birth.

Cruis'n USA 40%



GT Interactive UK Out Now
N64 24% 64 31% NIN N/A TOT 59%
This looks incredibly dated with bland graphics and jerky animation. The sluggish and unpredictable gameplay ruins the fun factor from original arcade game. And the steering is hyper-sensitive, making controlling your sports mobile high-on impossible. You should avoid this like the clap, even at its new bargain bucket price of £34.99.

Dark Rift 71%



Vic Tokai IMP UK TBA
N64 72% 64 88% NIN N/A TOT 84%
An early attempt at a beat'em-up which is by no means the worst, but certainly not the best. The graphics are quite good and the character design is interesting, but the gameplay is shallow and uninvolved. So if you're looking for a great beat'em-up, go for Virtual Hiryu No Ken or Fighters Destiny instead.

Diddy Kong Racing 96%



Nintendo UK OUT NOW
N64 90% 64 95% NIN 94% TOT 95%
Jaw-droppingly outstanding. DKR takes the crown for multi player racing. With fantastic graphics and great gameplay you race karts, planes and hovercraft through a huge variety of tracks. The single player mode is a real challenge too. Buy it - it's the law.

Doom 64 71%



GT Interactive UK OUT NOW
N64 80% 64 81% NIN 85% TOT 92%
The original first person shoot'em-up makes its almost obligatory appearance on the N64. Doom is considered by many to be one of the best games ever made. But we think it's well past its prime and despite numerous enhancements this still feels like the old man of videogames. You're better off with the more recent GoldenEye or Duke Nukem.

Dual Heroes 35%



Hudson Soft US OUT NOW
N64 28% 64 N/A NIN N/A TOT N/A
Power Ranger look-a-likes do battle in this uninspiring beat'em-up. The graphics are garish, the design is pug-ugly and the fights are weird and disjointed. The game has some okay ideas, such as the mirror mode where the CPU learns your moves and uses them against you, but it's not enough to rescue this dire effort.

Duke Nukem 64 86%



GT Interactive UK OUT NOW
N64 86% 64 90% NIN 91% TOT N/A
The first 3D shoot'em-up to really improve upon the Doom format. Duke Nukem is murderous mayhem in a fast and frantic style. Take out alien scum with an arsenal of weapons and high explosives. A wealth of levels and a four player death-match makes Duke Nukem a worthy cart for shoot'em-up fans, but be warned, nobody does it better than Bond.

Extreme G 91%



Konami UK OUT NOW
N64 94% 64 91% NIN 90% TOT 94%
Ride futuristic bikes in this blindingly fast racing game. It's certainly no slacker as you fly around like a cheetah on heat. On the rare occasions it slows down you might have time to notice the amazing graphics. This is a fine racing game that comes complete with four player racing and battle modes. If it's racing action you're after then take a look.

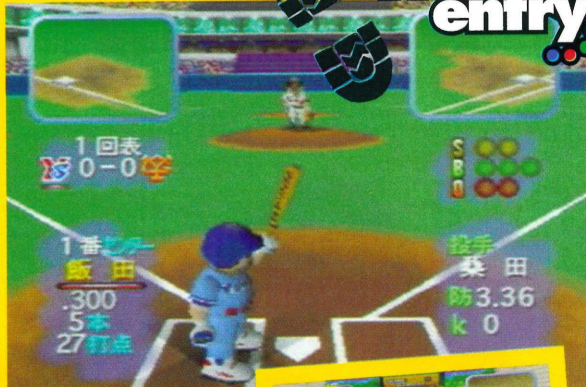


Big, bouncy and cute. A lot like the gameplay. If racing games are your bag then you're a fool if you don't go out and buy a copy of Diddy Kong Racing

Profile

Famista 64 90%

New entry



Namco Jap Out Now
N64 N/A 64 N/A NIN N/A
TOT N/A

Big-head baseball action comes to the N64 and gets a well deserved stamp of approval from the team. Despite lacking the realism of other sports sims, Famista has all bases loaded with playability. The graphics are noticeably Manga-esque with cartoony characters running around a basic field. But don't be fooled by the simplicity, there's a huge amount of detail to the players with a wealth of little animations to let you know what is going on in the game. The gameplay is easy to pick up and once you've started you're constantly learning and improving your baseball skills. Not only do you get the main baseball game, but there's loads of little sub-games to practice techniques such as batting (target practice with an exploding ball,) and accurate fielding (snowball fighting.) Great stuff!

FIFA '98: Road to World Cup 87%



Electronic Arts UK OUT NOW
N64 N/A 64 N/A NIN 90% TOT 72%

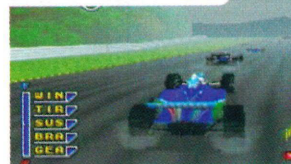
A vast improvement on its predecessor, FIFA 98 is the footy game that FIFA 64 should have been with better graphics, improved controls and a host of neat touches. It's also got the official FIFA license with more official teams than you could shake a stick at. A great game that deserves every success.

FIFA 64 38%



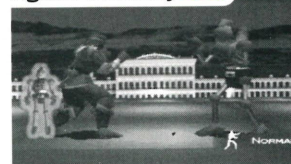
Electronic Arts UK OUT NOW
N64 39% 64 29% NIN 67% TOT 76%
A tired GM Vauxhall conference-like attempt at emulating our beautiful game. The graphics are drab, the players wobble around like weebles and the game itself is dull and lifeless. We showed FIFA a red card long before its infinitely superior substitute ISS 64 showed up and sent it off for bad sportsmanship

F1 Pole Position 70%



Ubi Soft UK OUT NOW
N64 71% 64 86% NIN 75% TOT 80%
An average racing game that looks bland and has all the interest of a manic depressive at a crown green bowling tournament. A tiring racing game that lacks all of the excitement of the real thing. Add to that some horrendous pop-up, lousy commentary and a general shoddy feel and this racer is in the pits.

Fighter's Destiny 89%



Ocean UK Out Now
N64 86% 64 N/A NIN 90% TOT N/A
A decent fighting game finally hits the N64. Excellent graphics with a real arcade game feel lifts Fighter's Destiny above all the competition. And it isn't just a pretty face, Fighter's Destiny plays well with originality and masses of playability. If fighting's your thing, skip Saturday night and buy Fighter's Destiny.

GoldenEye 007 94%



Nintendo UK OUT NOW N64
94% 64 96% NIN 94% TOT 98%

Turok meets Virtua Cop meets the smoothest secret agent of all time in this superb film tie-in that's the best first-person perspective shoot'em-up ever made. Take control of Bond and work your way through 20 massive levels that require ingenuity and skill. Nobody does it better.

Fire Electric Pen 60%

New entry



Hudson Jap Only
N64 65% 64 N/A NIN N/A
TOT N/A

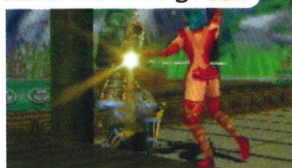
Possibly one of the strangest games to have passed through the N64 Pro office. You have to guide a ball down a tube without touching the sides or a buzzer goes off and you lose. To add to the distractions a Japanese commentator yells at you and a counter ticks down, all of which provides a nerve-wracking adrenaline rush. Complete with a lot of different tracks, Fire Electric Pen (FEP) will take a while to complete, if you have the heart for it. Failing that you can always take on a mate in the two player mode. Receiving a mixed reception in the office, FEP is difficult, but very playable. Unfortunately, it could all easily have been done years ago on the SNES, and isn't really worth the asking price and probably won't get an official release. But if you are into quirky puzzle games with torturous Japanese commentary, you could do worse than take a look at the import version of this game.

Hexen 66%



GT Interactive UK OUT NOW
N64 69% 64 N/A NIN 60% TOT 63%
 I doubt whether you bought your N64 to play ports of average PC games with blocky garish graphics and tired gameplay. Doom 64 was already better than this and even that's starting to look a bit long-in-the-tooth on the all powerful N64. Just get GoldenEye and leave this ancient blaster in the Middle Ages.

Mace: The Dark Age 78%



GT Interactive UK OUT NOW
N64 81% 64 76% NIN 89% TOT 89%
 A hack 'n' slash fighting game with enough dungeons 'n' dragons inspired characters to keep even the most ardent warlocks happy. Despite the dodgy character design the graphics are stunning and the interactive backgrounds are innovative. Adequate, but comes off second best to Fighter's Destiny.

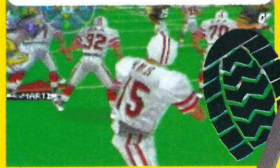
If wearing a purple condom and throwing yourself down a hill covered in snow is your bag, then take a look at Nagano Winter Olympics. There's a wealth of different snow and ice based games from speed skating to curling

ISS 64 93%



Konami UK OUT NOW N64 92% 64 91% NIN 93% TOT 97%
 Konami scores a blinder with a superb representation of our beautiful game and one that consigns all the opposition to relegation. Superbly realistic, beautiful looking with a huge array of moves and ways to score. The more you play it the better it gets, making this is a footy fan's dream.

Madden 64 90%



Electronic Arts UK OUT NOW
N64 92% 64 80% NIN 89% TOT N/A
 The long standing mark of excellence for American footy fans. Madden hits the N64 and promptly received a stamp of approval. As good as it ever was, Madden now takes the power of the N64 and uses it to provide realistic graphics and excellent gameplay.

MRC 80%



Ocean UK OUT NOW
N64 81% 64 67% NIN 83% TOT 80%
 One of the first true racing games for the N64. The action takes place Sega Rally-style over three courses (with a mixture of both on and off-road racing). By no means the worst N64 racing game we've seen, but still far from the best. Get Diddy Kong racing instead.

Killer Instinct Gold 41%



Nintendo UK OUT NOW
N64 62% 64 75% NIN 84% TOT 69%
 One of the least impressive beat'em-ups on the N64. This is a 2D fighting game that looks more suited to the SNES than the 64bit powerhouse. The gameplay is ropey and relies far too heavily on learning complex combos and elaborate button tapping. Leave this one alone and go for Fighters Destiny instead!

Mario Kart 64 91%



Nintendo UK OUT NOW N64 91% 64 94% NIN 90% TOT 93%
 A flawed genius, that builds on the original Mario Kart by allowing up to four players to compete over different courses. Great fun, although the power-ups make the multi player mode more a game of luck than skill. Mario Kart 64 has been overtaken by the similar (but better) Diddy Kong Racing.

Mortal Kombat Mythologies 28%



GT Interactive UK Out Now
N64 N/A 64 N/A NIN N/A TOT N/A
 A horrible mixture of beat'em-up and 2D platform game that leaves a sour taste in the mouth. The graphics are ridiculously sub-standard and the gameplay is nothing short of horrifying. Even die-hard Mortal Kombat fans have to admit that asking 50 quid for this is fraud. Do yourself a favour and steer clear.

Nagano Winter Olympics 93%



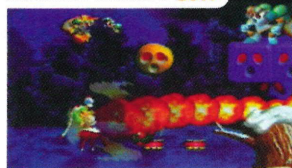
Konami OUT NOW N64 32% 64 77% NIN 84% TOT N/A
 Track n' Field heads north. Compete in 10 different events ranging from snowboarding to speed skating. If that's not enough, you'll never believe how much fun multi player curling can be (honest). This is a great game that held up work in the office for days. Brilliant stuff!

Lylat Wars 91%



Nintendo UK OUT NOW N64 94% 64 95% NIN 93% TOT 91%
 Despite its new preposterously effeminate name, Lylat Wars is an absolutely stunning game that breathes new life into the shoot'em-up genre. Excellent cut scenes, absolutely breathtaking graphics and tons of atmospheric speech and sound effects, all compliment the frantic gameplay.

Mischief Makers 87%



Enix UK Out Now
N64 90% 64 80% NIN 82% TOT 43%
 A wonderful 2D platform game like you've never played before. Take control of Marina, a deranged robot schoolgirl who has to rescue a kidnapped pervert scientist. One of the most incomprehensible Japanese plots we've come across, but it complements this wonderfully surreal game. The gameplay is stunning, but the graphics are terrible.

Mortal Kombat Trilogy 55%



Midway UK OUT NOW
N64 34% 64 62% NIN 56% TOT 78%
 The Mortal Kombat series has bludgeoned its way through videogaming history with the finesse and style of Noely at a Miss World competition. In the past the MK games were always a bit crap (but not bad for a SNES or MegaDrive game), however the N64 really highlights its shortcomings in both graphics and playability.

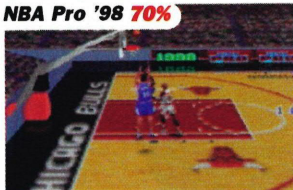
NBA Hang Time 74%



Midway UK OUT NOW
N64 52% 64 60% NIN 75% TOT 51%
 What this latest edition of NBA Jam lacks in technical innovation it more than makes up for in terms of gameplay. More of the same fast and frantic two-on-two basketball madness which will undoubtedly put some people off. It's not realistic at all with exploding baskets and gravity defying moves. Great fun for arcade game enthusiasts.

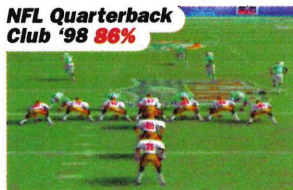
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NBA Pro '98 70%



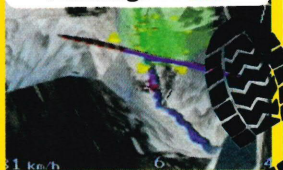
Konami OUT NOW
N64 N/A 64 N/A NIN N/A TOT N/A
The second basketball game is dunked onto the N64 and unlike NBA Hangtime, this is a decidedly serious affair. A full NBA license means that all the teams and players are fully represented and are complete with accurate statistics, but the graphics are so blurred that any detail is lost, and the gameplay is very tedious.

NFL Quarterback Club '98 86%



UK OUT NOW
N64 86% 64 80% NIN 91% TOT N/A
Another American football game joins Madden 64, but just fails to go the whole nine yards. Graphically superb with exceptionally detailed characters and one of the few games to use the stunning high-res mode on the N64, NFL QC '98 just doesn't play as well as Madden, but it's a great game in its own right.

Pilotwings 64 91%



Nintendo UK OUT NOW
N64 89% 64 89% NIN 84% TOT 95%
Up there alongside ISS 64 as the N64 Pro team's favourite N64 game. Pilotwings offers hours of gaming pleasure as you perform hang-glider, rocket belt and gyrocopter missions. Sometimes relaxed, other times as frantic than a trolley-dash through ToysRus.

Shadows of the Empire 60%



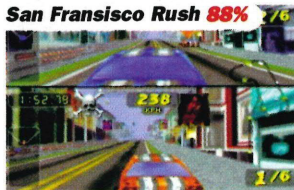
Nintendo UK OUT NOW
N64 78% 64 88% NIN 86% TOT 61%
Nintendo's Star Wars license is a real 10 pence mixed bag of a game. It ranges from incredibly challenging (red liquorice shoelaces) to mind-numbingly dull (boiled mints). The flying sections are okay, but the Doom-clone bits are very dull. Don't get carried away with the Star Wars vibe, it soon becomes tedious.

Super Mario 64 92%



Nintendo UK OUT NOW
N64 96% 64 95% NIN 95% TOT 96%
The best video game ever? It's certainly up there as one of the finest. A true classic in every sense of the word and one that takes all the best bits from previous Mario games and beautifully adapts them for this sublimely detailed 3D world.

San Francisco Rush 88%



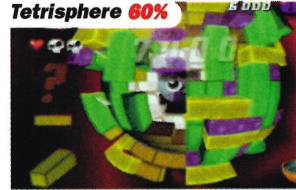
GT Interactive IMP UK TBA
N64 N/A 64 N/A NIN 74% TOT 57%
This one caused mixed opinions in the office. Alex and I think it's ream, whilst Steve and Noely think it's rank. Realism is abandoned in favour of gravity defying jumps and ludicrous shortcuts. The graphics are garish and the sound is laughable, but it's one of the better racing games and is definitely worth checking out.

Snowboard Kids 84%



Atlus Jap OUT NOW
N64 88% 64 80% NIN N/A TOT N/A
A truly wonderful racing game that appeared out of the blue and took the N64 Pro office by storm. Race down varied and cunningly designed ski slopes, all the time pulling stunts and collecting weapons. At the end you scramble onto a ski lift that takes you back to the top, making laps possible.

Tetrisphere 60%



Nintendo UK OUT NOW
N64 69% 64 77% NIN N/A TOT 84%
Tetris comes full circle in this brand new spherical version. It's hard to get to grips with at first, but the lush graphics make you persevere. There are no adrenaline rushes to be found here with a somewhat sedate pace to the puzzles. We seem to have lost all interest in Tetris, but ardent fans may find this an appealing game.

Oozumo 75%

New entry.



Bottoms Up Jap Out Now
N64 N/A 64 N/A NIN N/A TOT N/A

Big-headed, pot-bellied, fat slappin' fun is to be found in this Manga-style sumo wrestling game depicting the most noble of Japanese martial arts. Take control of one of 40 lardy slappers and use a combination of skill, judgement and frantic button tappin' to whack or throw your opponent's fat arse out of the ring. The graphics are simplistic and the commentary is over excited to say the least, but there's a lot of fun to be had smacking these rippled gopers out and about. In the office we all sat down one afternoon and had a good laugh playing this, so it isn't all bad. We're not sure if Oozumo will ever get an official release, and considering the unpopularity of the sport in Europe it looks unlikely. But if you're a fan of sumo or are just looking for something a bit different, you may well take a shine to the beer-bellied sporting action found here.



Top Gear Rally 87%



Kemco UK OUT NOW
N64 89% 64 90% NIN 89% TOT 85%
An interesting rally racer with some excellent car dynamics. The suspension is incredibly realistic and the car responds to every slight bump in the road. The graphics are a bit bland (especially the backgrounds) and it feels sluggish at first, but as you earn faster cars the game becomes a real speed challenge. One of the better racing games we've seen on the N64

He's either giving the peace sign or showing Mazza the rods as Yoshi has a game all on his very own without a plumber in sight. The official version is winging its way towards us as we speak and we can't wait



Turok: Dinosaur Hunter 87%



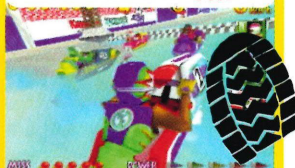
Acclaim UK OUT NOW
N64 91% 64 82% NIN 95% TOT 93%
 The bloke from Doom pays a visit to Jurassic Park in this dinosaur slaying extravaganza. Great graphics complement the violent gameplay as you run around hacking, shooting and generally killing everything in sight. Making dinosaurs extinct is great, but there are too many jumping and platform style sections for our liking.

War Gods 38%



Midway UK OUT NOW
N64 46% 64 59% NIN N/A TOT 76%
 Midway aren't going to win many friends with this tired attempt at a beat'em-up with preposterous special moves and a distinct lack of involvement. Following a War Gods vs. Clayfighter heated debate we decided that this is still the worst fighting game on the N64. Become a pacifist atheist and just say no!

Wave Race 64 90%



Nintendo UK OUT NOW N64 90% 64 94% NIN 92% TOT 96%
 Don your wet suit and go jet-ski racing with one of the finest racing games to grace a home console with the most realistic water effects ever seen. A challenging championship mode, an excellent two player mode and a highly original stunt mode makes this a fantastic and original racing game.

Wayne Gretzky's 3D Hockey 84%



Midway UK OUT NOW
N64 70% 64 84% NIN 84% TOT 90%
 This is a lightning-paced ice hockey game that plays at over 100 mph. An interesting mix of sports simulation and arcade gameplay that works really well. The single player game is great fun, but for a real treat get some mates 'round for the four player game. Still not on par with ISS 64 but few games are.

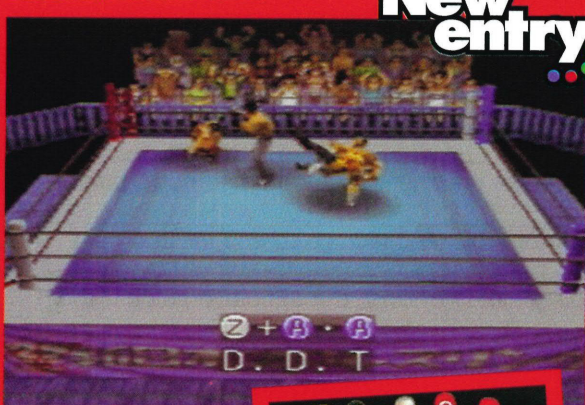
Virtual Hiryu No Ken 80%



Culture Brain UK TBA
N64 78% 64 78% NIN N/A TOT N/A
 A mighty beat'em-up that looks stunning even in its Japanese form. Fight in two different modes: normal mode bears a remarkable similarity to Virtua Fighter, and super deformed (SD) mode where the fighters have big heads and squashed bodies and the game plays like a quasi-3D Street Fighter. The gameplay is great with lots of instinctive action and bone crunching moves. The graphics are also of a high quality with lots of detail (especially on the SD mode) adding to the action. Only available on Import at the moment and the amount of Japanese text makes a lot of the game obscure (but not unplayable) and you feel like you're missing a lot of the action. The practice mode is often difficult to comprehend due to Japanese symbols representing combinations of buttons. Our advice is to wait for the official version which looks set to take the N64 by storm.



Tohkon Road 72%

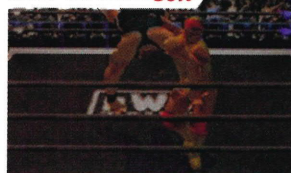


Hudson Jap Out Now
N64 49% 64 N/A NIN N/A TOT N/A

A Japanese wrestling game that dares to take on the mighty WCW vs. NWO, and in our opinion just ends up in a submission to its American counterpart. You don't get any of the famous fighters such as Hulk Hogan and Sting, and as a result Tohkon Road just feels lacking on the enjoyment front. It also lacks the crowd interaction that's vital to the real sport and was such an inspired idea in WCW vs. NWO. But the graphics are just as good and the 3D ring moves around in quite a spectacular way, showing off all the holds and throws to full effect. Tohkon Road is only available on import and without an official release planned, getting hold of a copy would be too much effort for what is essentially the second best wrestling game in a competition with just two contenders. Not a terrible game, but average at best, so stick to WCW vs. NWO for all your wrestling mayhem.



WCW vs. NWO 80%



THQ Out Now
N64 70% 64 N/A NIN 86% TOT 70%
 Wrestling action hits the N64 with this fine beat'em-up. Some great animation, loads of moves and clever touches recreate the fun atmosphere of American wrestling. The four player free-for-all was enjoyed by practically everyone in the office. Great stuff for fans of wrestling and even haters of Hogan would enjoy this beat'em-up.

Wheel of Fortune 59%



Gametek US OUT NOW
N64 N/A 64 45% NIN N/A TOT N/A
 You're spinning the wheel of luck if you buy this, but will you feel fortunate to own a copy? Somehow we don't think so. It's a fair enough rendition of the American quiz show, but some of the answers are a bit Americanised and often obscure. Good for playing with your grandparents at Christmas, but it's no fun as a single player game.

Yoshi's Story 79%



Nintendo JAP Out Now
N64 86% 64 81% NIN N/A TOT N/A
 Our favourite hungry dinosaur returns in an all new N64 eating fest. Yoshi hasn't made it into 3D, but this has to be the most beautiful 2D platform game we've ever seen. You can see the quality of this title straining to get out, but it doesn't make it. The whole game is just too easy to complete making Yoshi a disappointment.

As you can see, the A-Z just keeps on getting bigger and bigger. Check it out next month to see how the new releases compare, including the outstanding 1080° snowboarding. It's a smart move to keep buying N64 Pro

Next month...



The search for the footballing world champion continues next month as we await the kick off in the N64 World Cup between **ISS 98**, **World Cup 98**, and **UEFA Soccer**. Meanwhile the flood of baseball games on the N64 continues if only because the Americans have to have a sport in which they are undisputed World champions. **MLB** (Ken Griffey Jr), and **All Star Baseball** take the plate.

We eagerly await **Banjo Kazooie** a title that may just 'out-Mario', Mario 64. **Wetrix** splashes down and Noely will be showing you how to 'Gib' your way through the denizen filled levels of **Quake 64**. Steve as ever has his finger on the games news pulse, Mark will be 'talking a load of old Shop' and Alex referees the proceedings to ensure that next issue includes the most in depth previews, most **honest** reviews, the definitive guides, the best hints and tips and absolutely the **Biggest Ever Giveaways** ever. And all that for just £2.95. Honestly, we're to good to you.

See you next month

A handwritten signature in black ink that reads "Alex".

Alex

You know what? I didn't write any of this page. It was Noely. We just didn't have time to scan his signature in. So if any of the above doesn't appear next month it's his fault. **Alex**

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